

Title: **Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 23, 2013, 06:58:48 pm**

{{{ Cloudsprite }}}}



-An illustrated story driven by community interaction.

The peasant dwarf II?
The original plan was to help out in the peasant-dwarf thread but it turned into this instead.
the peasant dwarf > <http://www.bay12forums.com/smf/index.php?topic=117972.0> (<http://www.bay12forums.com/smf/index.php?topic=117972.0>)

As for the story itself it'll work similarly to the Peasant dwarf even though since it's me there'll be no limitaions considering gore, sex, drugs and you know that kinda stuff.
The (~~at the moment unnamed~~Nerin) main-character loses his mind early on in the story resulting in that any suggestions for the next chapter will be taken into consideration. For an example something like throwing your excrements at the mayor is just as acceptble as engaging in a political discussion with him.
If there are more then one suggestion I'll make an effort to try and combine them. :)
^^^ This has pretty much been replaced by voting^^^

Well then, I'd appreciate any sort of input really, doesn't have to be a suggestion for the next turn but could be something related to the general story-line or just a short word so that I know if someone's reading :P.

(I'm kinda new to drawing but I'll try to make up for it with quantity ;D)

[Spoiler](#) (click to show/hide)
World map+history
<http://www.bay12forums.com/smf/index.php?topic=122065.msg5063152#msg5063152>

Aight-

Intro
(a metric shit-ton of useless fluff)
[Spoiler](#) (click to show/hide)



Growing I was always a lazy child. I guess most kids are lazy but I was particularly apathetic, spending entire days in the hay daydreaming. One could say I enjoyed my own company and that I had little interest in the lives of other dwarfs. That is not to say that I did not have friends...

[Spoiler](#) (click to show/hide)



Every hour I didn't spend dosing off in a corner somewhere me and my mates were off making trouble trouble in the neighbourhood. Stealing syrup, painting the cats or fckn with old Urist by taking his clothes while he's bathing. Good times. But as I said-Most of the time I was one hell of a lazy bastard wasting my time thinking, an activity most of my peers only occasionally indulged in.

I guess it's rare for a dwarf to have such an imagination, most of the older dwarves just frowned at my farfetched ideas and aspirations of grand travels and insane inventions. The only ones who would stay and sit through my long and deluded rants were my friends Ilral II, Urist (no not that Urist) and Mora. Ilral was always bit of a clown but when it came down to it he was a really nice dwarf even though he made fun of me for spacing out from time to time. Only time you saw him without a huge grin was when hes father was ill, I can't remeber what it was but he had some sort of incurable disease slowly rotting away his muscles. The story of young Urist wasn't a pleasant one with abusive fosterparents, a clumsy body and a tendency to get picked on my the other dorfs. But he always kept his hopes high believing in a future where he'd have the power to stand up to any of life's many twists and turns. Finally we got Mora, she often seemed very timid in public but among those she knew she was accually very outspoken and probably the one who understood me best.

[Spoiler](#) (click to show/hide)



But as they say -all good things come to an end.

As the years passed my friends grew older and without their childish spirit we began drifting apart. I'd say it first started when Ilral's father died(Ilral the first), there was noone else who could take his job and before we knew it he spent most of his days down at the farms with the other potashmakers. Soon after that Urist got recruited by the local militia, I guess he chose that path to fulfill his dreams of protecting the weak.

I often comforted myself with the fact that I still had Mora at my side. But I guess it wasn't the same any more. Before I knew it she left to become a liason, she told me I had to grow up, that we werent kids anymore. I tried to argue about how nothing had changed and how we were free to do as we wanted. But it was no use and deep down I knew she was right...

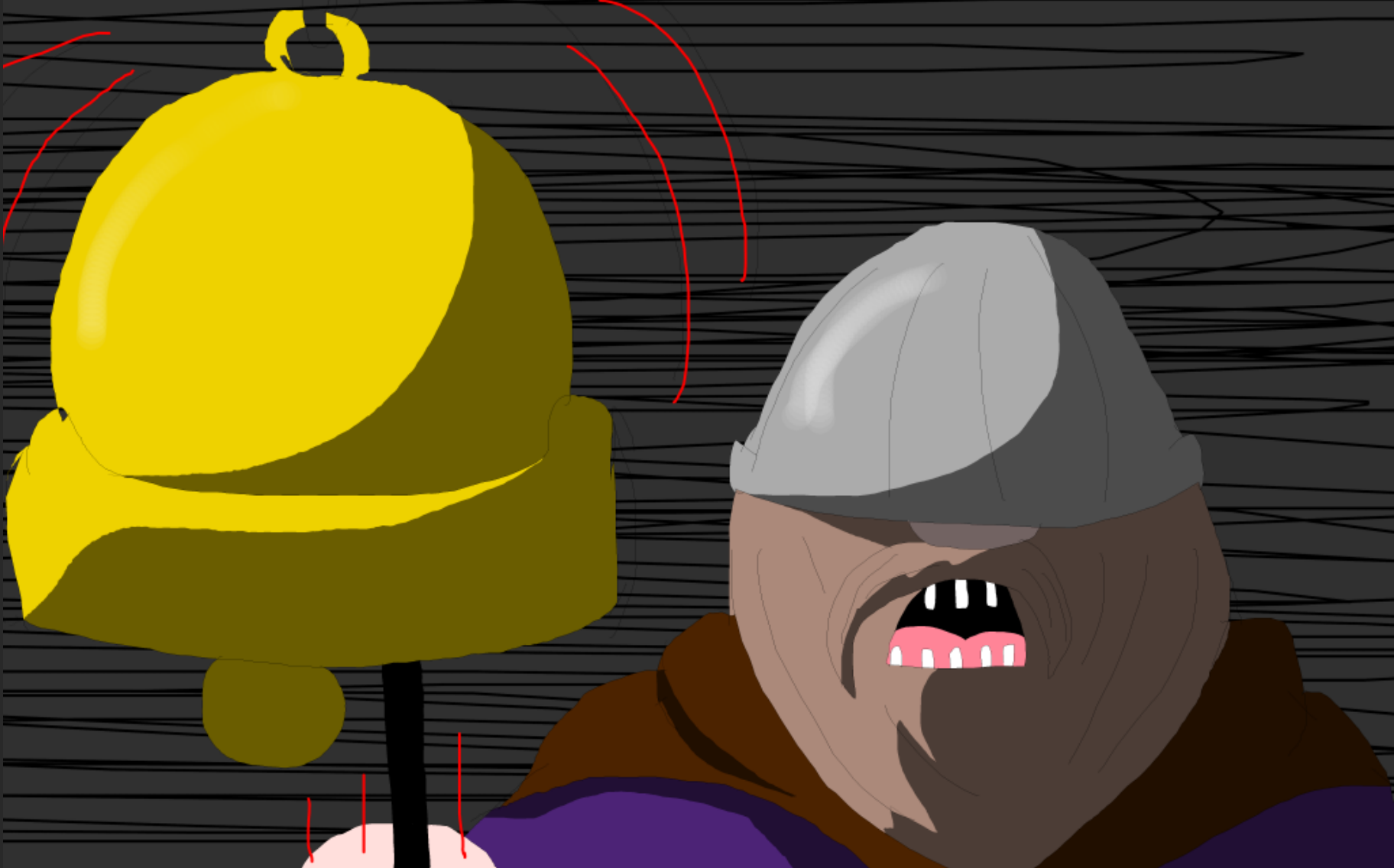
Me, I never found a job, did manage a wheelbarrow once in a while but even that only occured rarely. I was forever a peasant dwarf...

[Spoiler](#) (click to show/hide)



My friends didn't forget about me, even though I was looked down upon by a majority of the people in the fort they still kept inviting me to their feasts. I don't know why they did it. Guilt? Nostalgia? Or maybe they truly did want me there? I'll never know... My presence at these gatherings was very modest sometimes I even went unnoticed. In the beggining I kept coming there to see Mora but after a while an obnoxious feeling errupted within me as I saw here with the other dwarves. I assume it was someting like jealousy or envy. Which was absurd, I had never confronted her in such a way so what reason did I have to hate these other dwarves? On top of all I was a fckn peasant - the joke of the entire fort. As it only brought me sadness and thoughts of a time that was long gone I quit coming.

[Spoiler](#) (click to show/hide)



On this one faithful morning I did not wake up to the usual sound from the turkeys gobbling but by a distant bell and the faint words of a dwarf shouting-
Greenskins!!!
It was the first time I had heard the bell but I knew damn well what it meant...goblin invasion
When the bell was rung every ablebodied dwarf was supposed to grab sticks and if possible some sharp object and join up with the military.

[Spoiler](#) (click to show/hide)



But as I approached the door all my strength dwindled down into nothingness. My hands began shaking and my breath got heavier. Before I knew it I had locked my door and gone back to bed... I watched a single drop of sweat slowly make its way down the tip of my nose, soon it had reached the edge and fell towards the sheets below. The moment it hit the bed my ears were pierced by a loud scream...

[Spoiler](#) (click to show/hide)



For hours I sat there with nothing to keep my mind off the horrors on the other side of the door... When finally the last scream died down I still heard the tasselin' of goblin feet, the shuffelin' of goblin hands and the muffelin' of goblin tongues. Then it became dead silent, a silence I had never experienced before...such strange silence...as if the mountain itself had died.

I waited, in the dark, in the silence, for Armok knows how long. I slowly opened the door... Glaring at every shadowy corner in the hallway... But the goblins had left.

The fort I had grown up in and lived my entire life in had been turned into a nightmare in just a moment. Everything Killable had been killed, everything rapeable had been raped and everything lootable had been looted...

I couldn't stay here...I quickly scavanged the scraps and pieces that the goblins had missed and set out on a journey...a journey which would probably be my doom. On the way out I caught a glimpse of Urist's mutilated body in a puddle blood and shit. I hurried my steps to avoid any more unpleasant surprises...

My destination was the faraway land of Silverdrop the largest and most prosperous dwarven outpost second only by the Mountainhome itself. Silverdrop is accually quite an unfitting name for the fort as they have large quantities of gold ore but not as much as a single silvernugget. It all goes back a couple of centuries to a time when the Gray king ruled, being half human and half dwarf he was twice as greedy as any other king and was always expanding his kingdom by sending out new settlers. One of these attempts to find new riches was sending out three expeditions called golddrop, silverdrop, and copperdrop. Copperdrop and Golddrop no longer exist so I'd say it's safe to assume they found nothing of value at their embark locations. Silverdrop was more commonly called Blackgate.

[Spoiler \(click to show/hide\)](#)



The road was long and lonely...
Soon the bits and pieces of food I'd managed to scrap together began running out... I was forced to hunt for vermin but most of my meals consisted of beets and roots with the rare addition of some earthworms.
Every night I had horrible nightmares, either caused by the terrifying events or by sleeping under the bare sky...

[Spoiler \(click to show/hide\)](#)



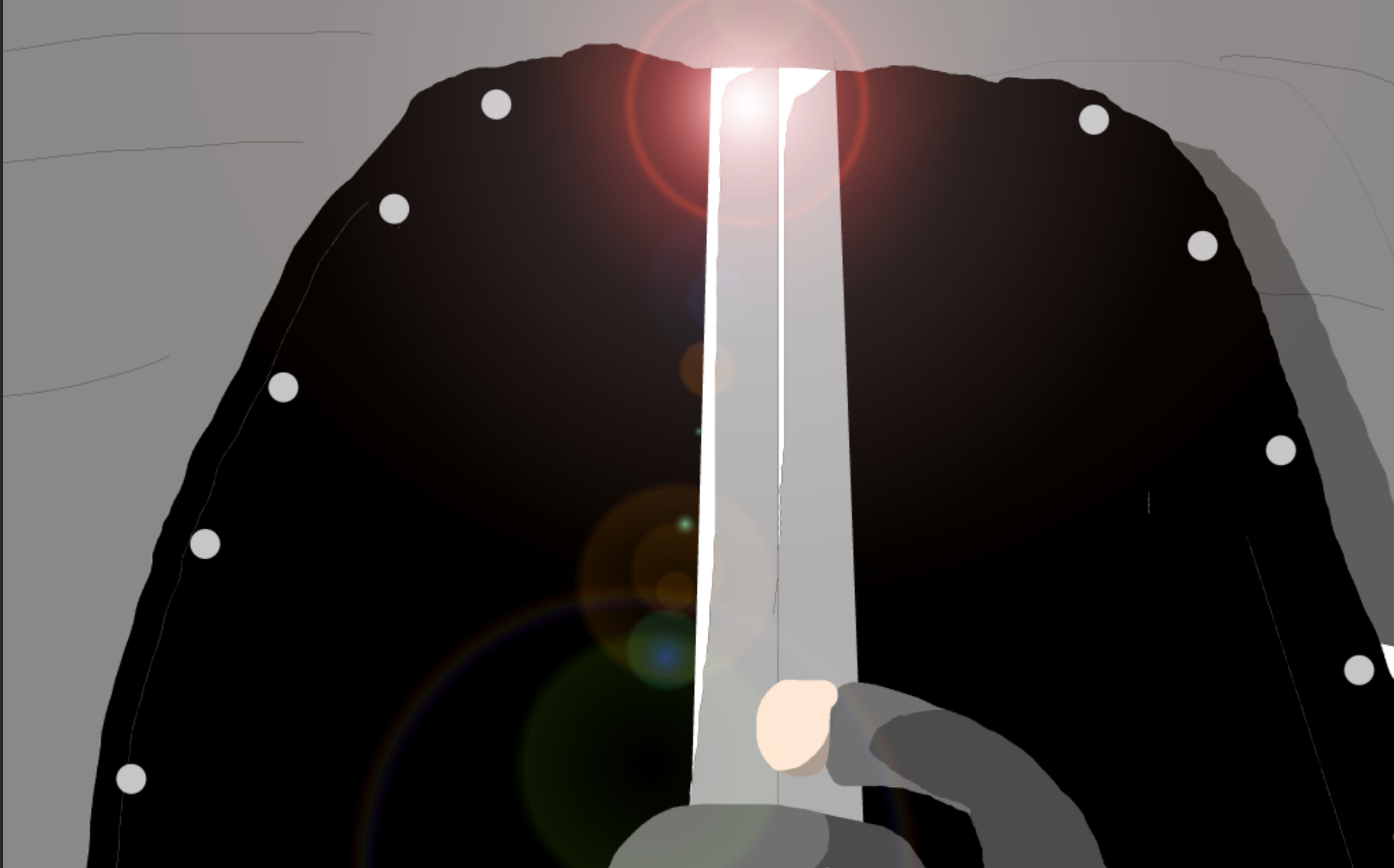
I don't know for how long I walked... weeks? months? Years?...
The landscape and weather kept changing around me but as I never stayed in the same place I couldn't tell how long time had passed...

[Spoiler \(click to show/hide\)](#)



I was used to being alone...
but...
this constant solitude left me with less and less bearings in reality...
Without others to confirm something's existence how can I know it's real?...
How can I know that I am real?...
What if I died as well....

[Spoiler](#) (click to show/hide)



I finally reached my goal! The black gates of Silverdrop were truly a majestic sight, even though the handiwork seemed a bit crude it made up for it in sheer size. I had been in the wilderness for so long that when I heard voices for the first time in Armok knows how long I reacted by quickly hiding behind a rock.
The voices came from a pack of traveling dwarves, obviously peasants looking for works. I was gonna attempt to approach them but my social skills were so rusty that I failed. Instead I watched the gates open, out of them walked an old dwarf followed my a pack of soldiers. I couldn't understand the entire discussion but it seemed as if the peasants were confronted with some slavelike conditions and then pushed in by the soldiers...
Just as the gates closed I managed to sneak in, I kept following the peasants and the soldiers but I kept my distance...Could still hear them mumbling about how they wish they could just put the migrants in a big death-arena to get rid of a couple fishcleaners...
Soon they reached some sort of a dormitory...

[Spoiler](#) (click to show/hide)



The entire place was really dirty and nothing like the other hallways we just came through...
-What a fckn disgrace.
The old dwarf turned around!
Shit, why did say it outloud!?
Luckily I managed to hide just before he looked towards my spot.
Then I quickly hid in a room that said **out of use**.

Chapter I

[Spoiler](#) (click to show/hide)
Well, guess I gotta hide in here for a little while. What should I do to pass the time?
Maybe go for a quick nap? haven't slept well since I left home...
Wonder why I have a window? huh...
Perhaps explore the room?
Why am I talking to myself?
Have I really gone mad!?



Chapter II

[Spoiler](#) (click to show/hide)
The temptation of rest became to great but as I began walking I could hear a faint whispering...
The whisper grew louder as I tread cautiously towards the bed...
Soon it was joined by others, at this point I realised that they weren't real...They came from some dark corner in the depths of my mind...
They screamed orders and demands at me but I tried to ignore it, I even covered my ears which only made it worse as it blocked out the sounds around me leaving me stranded alone with the strange voices...
Some of them were clearly the fruit of my evergrowing insanity, speaking of unimaginable horrors, the most heinous crimes and and one which suggested that it was time for me to go through my final metamorphosis and become a hedgehog...

At the same time there were others which tried to reason with me, speaking of how I should change and how what I should do...
Soon I'd gotten so desperate that I decided to go along with some of the more reasonable tasks.
Maybe that will make them go away?

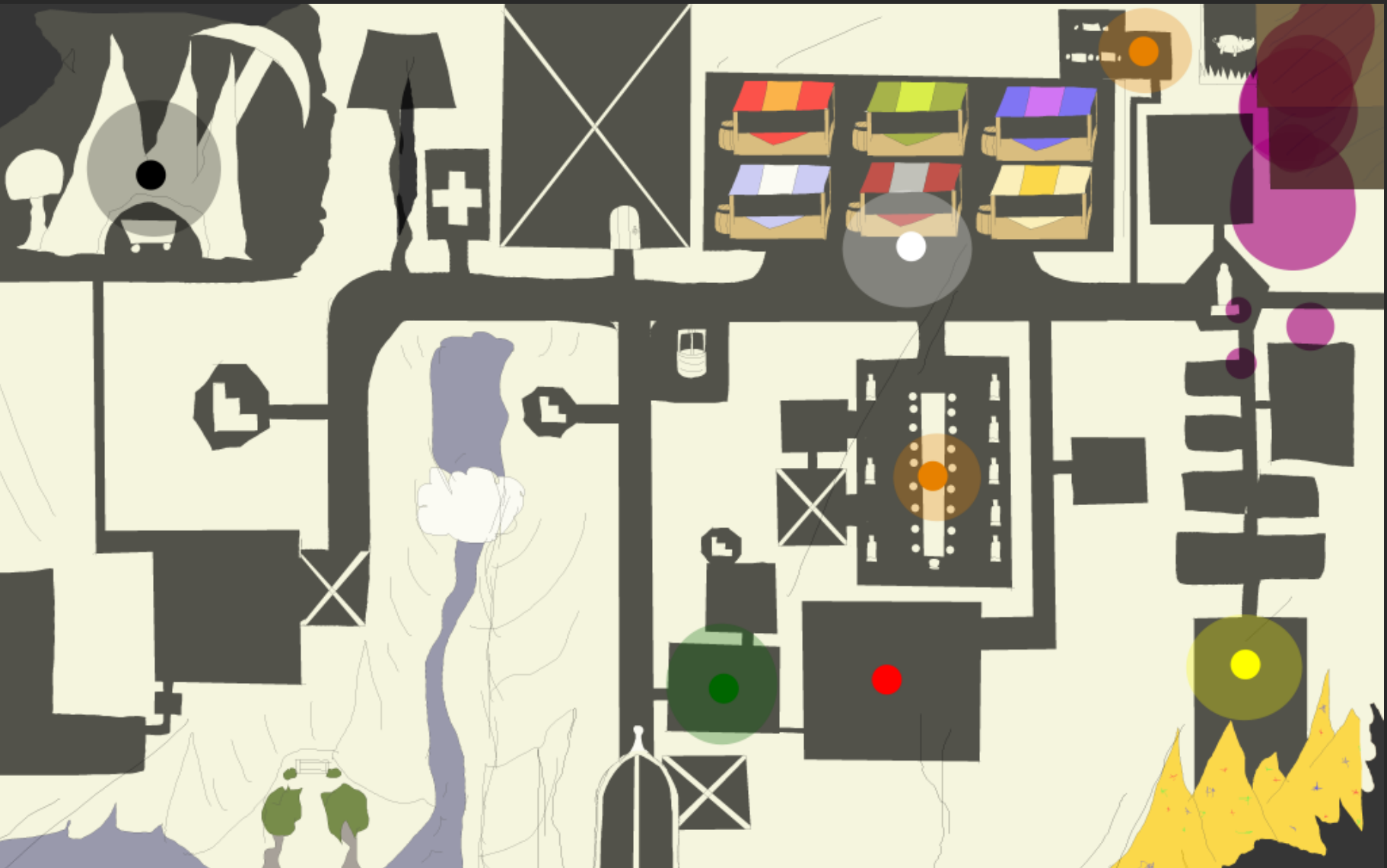
I reached over towards the chest at the end of the bed... it was clearly locked but after shaking it- it also appeared to be empty-

I went over and opened the cabinet but it appeared to be empty aswell apart from a moldy lump of syrup rost-

There was a small piece of paper jammed under it though...
A map of some kind...
It was a bit hard to read as someone had spillt wine on it but upon closer inspection it was definitely a map of Blackgate, however it seemed to be severly outdated by more then 50 years-



It was a bit difficult to decipher but...



This is probably my current location

Seems like there is more than one brewery.

Some sort of marketplace?

The chambers of the Aristocrats, you know dukes, barons, highranking military and that kind of dorfs.

Passed by this place on the way...some sort of barracks

Mines n caves by the look of it

The rest remains a mystery...

The voices woke me from my thinking and sent me up to north wall-

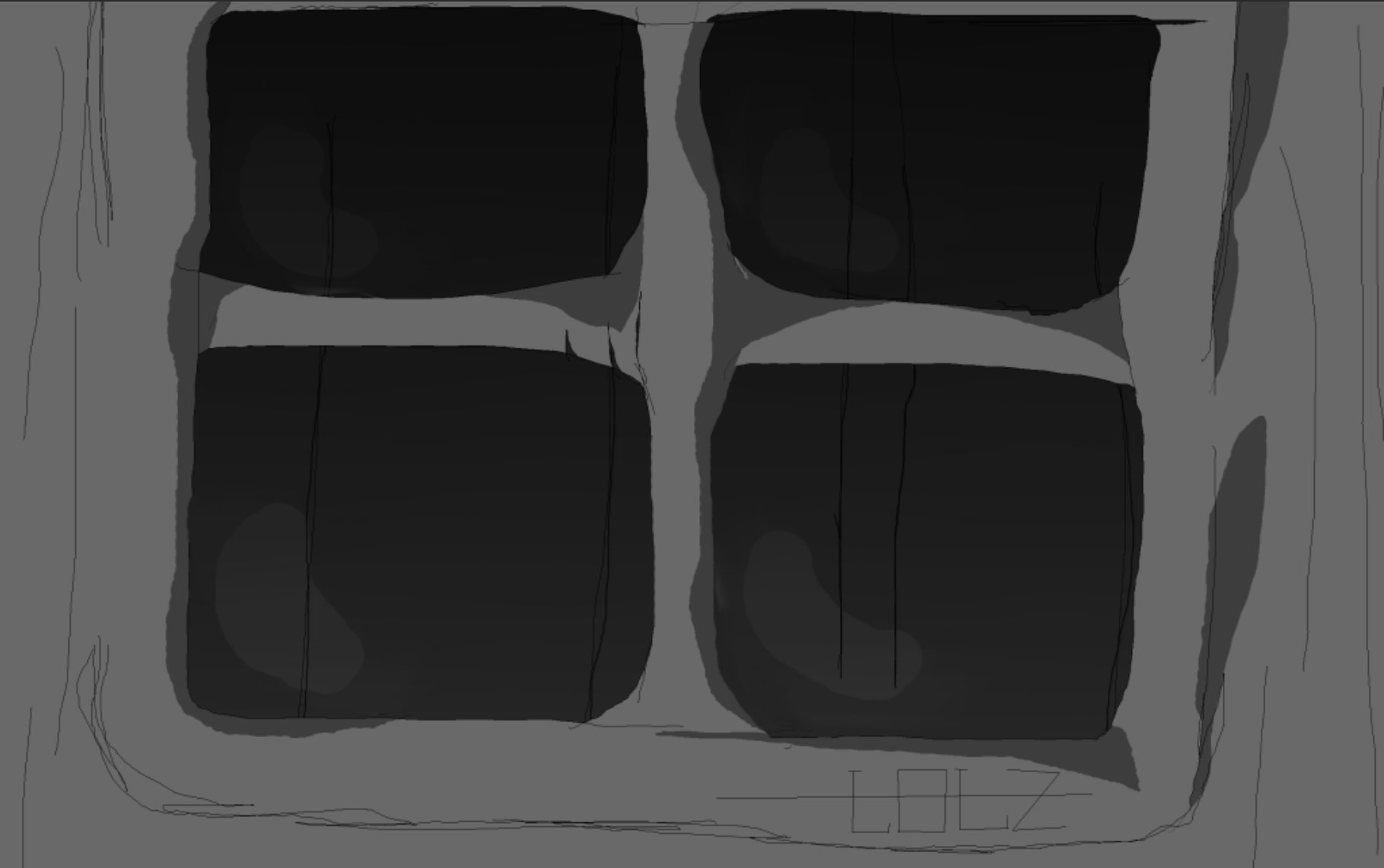
Look through the crack in the wall they told me...



Fck, dwarven asscrack! 🤔

I have to remember to clog that hole at some point.

I hurried over to the next wall and took a look out the window 😊



Fckn retarded glassdorfs puttin in windows with solid rock walls just an inch away...
On the other hand it might've been some strange mandate.

I picked up the scarf from the floor but it was covered in old snot and blood. The voices however insisted on that I bring it with me.



They said it looked really good on m...well since they're all part of my subconsciousness I guess I thought it looked really good on me...

As the whispers silenced down one by one I felt like I was getting closer and closer to that tempting piece of wood only a peasant could call bed. But just as I lied down I heard a single muttering still trying to order me around. Apparantly it wanted me to collect the spiderwebs... uhhm...



I was stuck there for so long that I must have fallen asleep. Next morning I managed to break loose and I had to decide what to do next...

Chapter III

Spoiler (click to show/hide)

As a majority of the voices argued over where we should be heading next some had other plans in mind. The strange one whom had earlier got me into all the trouble with the webs told me that I should dye my beard to hide my identity. I tried to argue that noone knew what I looked like so what's the point of altering my look in such a way? But it was determined... I tried to smear of the blood on my beard but it was too dry to stick, the snot on the other hand got stuck in little lumps..



Brilliant -____-'

Anotherone tried to cheer me up by suggesting that I smoked the spare sock...
I was just about to say something when I realised how futile it would be to engage in a discussion about such a subject.



...
If someone saw me now they'd think I was insane. Oh wait...

Chapter IV

[Spoiler](#) (click to show/hide)

The voices finally seemed to settle for a decision, and hearing how it involved going out hunting for a bar I found it quite agreeable-

But before leaving I was told to leave a parting gift...
After a quick look I could confirm that my neighbour was still sleeping...and not wearing any pants...



I felt a bit guilty after throwing the burning sock in the hole but in the end I guess it couldn't be helped.

After a quick glance on the map I headed north, along the way I noticed quite a few rooms and corridors that weren't marked on the map. Guess it's a bit outdated a...
!



-Aye dorfy, uve got some'tin in ya beard.
-Uhhm...
After a quick evaluation I deemed him a non-threat, pretty small, kinda old, possibly retarded and didnt seem very suspicious. I gave him a quick nod and hurried on further ahead.

As the warden's office appeared in front of me I hesitated for a second, after waiting a couple of minutes I decided to sneak past... Maybe the old dude with guards is the warden? That would...
!
You there! Yea you filthy elflovin piece of shit!
Come over here n I'll cut ya!



Just a few inches away there was a barred room containing three prisoners. The first one was a rough-looking dwarf who continuously spewed out threats and insults. The other was tied up goblin in the back of the cage. And lastly there was something that appeared to an elf of some sort...I'd never seen an elf before...But the crying indicated that I was on the right track. The elf kept claiming his innocence while the dwarf changed tactic and told me that he wouldnt cut me if I let him out...

I didn't like the situation as I already had troubles up to my ears 🤔 Perhaps I should move on before things got too complicated. On the other hand I might be able to get some valueble information out of them...But what if the warden comes back!? One of the voices went on a rampage, soon it was attempting to make me get into a fight with the cutter-dwarf who insulted my honor...I should hurry up while I'm still in control...

What should we do? Free them? Fight the dwarf? Keep on moving? Talk?

Chapter V

[Spoiler](#) (click to show/hide)

A power struggle erupted between the minds within my own, Kill them! Free them! Run away!
But one particular idea managed to overtake the rest, it was a strange and complicated plan involving violence, manipulation and plastic surgery.
I tried to hold back as the prisoners frightened me to no end, but as the weakwilled induvidual that I am I failed all my attempts.
I pulled out the heavy cog-wheel from my back-pack...



and threw it with all my might!

But this is were things didn't really go according to plan...
The attack didn't manage to knock him out...and on top of he went berserk o_o
In all the confusion another voice managed to take command and I began running towards my previous objective.
Behind me I could hear him whaling on the other inmates as they screamed in terror...
uhhm....

I reached the spot where the tavern was supposed to be but...there were only some ordinary living quarters.... 🤔
!
I heard footsteps coming my way!
They must've been alerted by all the commotion down at the prison...
Due to some quick thinking by one of the vioces I managed to hide in a nearby flowerpot.



-Aye, Lerak? What's a Not-a-dwarf?
-Hell if I kno' n shuddup will ya.
Phew...

Chapter VI

Spoiler (click to show/hide)
After a couple of minutes of hiding I had grown quite fond of the pot and felt no desire to leave. However I was once again pested by the strange voices, telling me to do this and that. Soon I'd left my newfound but cozy home and set of on a new adventure, wonder what new insanities they've got for me today...
Breaking in to someone's house? Now that's taking it too far! Smoking socks and throwing stuff at criminals is one thing but...these are regular dwarfs with normal lives!
Why do I even try? I muttered followed by a nervous sighing... 🤔

The door wasn't even locked so breaking in turned out to be a big success. Time to sneak...
I managed to find a pair of old loafers with holes in them...
-Put 'em in your bag.
And so I did.
Next up there was a small sack of chestnuts leaned against the wall...
-Put 'em in your bag.
And so I did.
There didn't appear to be anything else around light enough to carry...except for a dead moth...
-Put 'em in your bag.
What!? Why?
Just do it!
well...ok...

Suddenly out of nowhere one of the voices started ranting about ways to turn my pipe into potential weapons.
I tried to calm it down but it didn't work at all, soon we were caught up in a heated argument about whether a pipe would make sort of an adequate weapon or not.
Before I knew it I stood there screaming insults at myself...
In someone else's house...
Which I was in the process of robbing...
!
Suddenly I hear someone faintly calling from the next room-



-Are you trying...trying to rob us?
-Uhhm...

Alright....uhhm...gotta think quick...

Chapter VII

Spoiler (click to show/hide)

-Uhhm....no...

-I was....looking for a...uhhm brewery....

-Oh...

akward silence commences

-So... I guess this aint the brewery eh?

-No...

-you're probably lookin' for the Brewstery out back...

-Probably...

-Uhhm by the way...You've got a map I could borrow?

-A what?

-Map. Of the fort.

-So you're a migrant...but then you couldve just talked to the people in charge right?

-Uhhm...

-I think you should leave now.
You're lucky my husband aint home.

-Oh, uhhm...thank you...

-Just go through the back door, but if I ever see your dirty face here again I'm calling the guards!

I hurried through the door at the back of the house.



I ended up in some sort of courtyard surrounded by walls on all sides, mostly the backs of people's residents. The place was well lit with little round lamps here and there luminating the scene with a warm glow. There was a large sign that said-

the Brewstery

If you die from alcohol poisoning you'll get a discount

The warm air was heavy with the scent of the sweetest dwarven rum, the filling aroma of old bitter ale and maybe a hint of vomit. Old memories of the dwarfs natural state of intoxication filled my body, mind and soul. I could feel my desires even in the tips of my toes. Before I knew it I was halfrunning towards the light and the sign.

Upon entering the area atleast half a dozen heads turned my way, expressions ranged from indifference or confusion to genuine joy.



The fat dwarf behind the bar suddenlyly emerges into a jolly laughter followed by a blunt invite.
-Aye! Ye snot-bearded bastard! Get ove'ere n grab yaself a beer for fcks sake! Can't have dorfs standin' round bein' sober up in'ere!
-Can't seey I've seen ya face round these parts befou' matey, you some sort-o migrant o-what?

...

-Well, guess you be one of 'em shy bastards then. Here let me introduce ya ey!
-Everyone! This is ma' new buddy Snotbeard!
-And me I'd be the one n only Brewster he'self! Legendary drunk, proficient womanizer, famous for wrestlin' wild animals and last but not least proud owner of the last bastion of hope in this god-forsaken hole.

Suddenlyly the tiny dwarf who were sitting upon another dorfs shoulder spoke up with a squeeky voice.
-Womanizer! pfff... You got as much charm as a goat dipped in heated oil and arguably less charisma! And I feel obligated towards your guest here to shine some light on the whole "wrestling situation", by famous he primarely refers to himself and by "wild animals" he means one pig. Yes, a single one!

-Shaddup Onil! You midget-bastard! You slugfaced piece of shit! Lover of elves and donkeys!You...!

Oh sorry, this is Onil the short-
-the bright*
-as i was sayin' he is so small that he always have this clump of dorf with 'im at all times, guess his tiny little legs can't keep up, hehe.
-Clump of dorfs name is Okod, people think he be a mute but he's accually just really slow.

-This guy ove'ere go b'the name-o Razor! Used to be a pirate but now his a fish-dissector or some-tin stupid like dat.
he slowly nods

- And the three ladies ove-there at the table be Esmar, Lora 'n Norede. Esmar's the one with the green shirt, she got a feisty temprament 'n a stabbing arm to match. She's accually not too bad if ya catch her on her good side tho. The one with the stupid grin on her face is Lora, she's a bit crazy but I've heard that she's an excellent mechanic. Last one's Norede, ex-military, kinda depressed and probably quite dangerous.

-Here's your beer b'the-way, first one's on the house ey! hehe. Tell me if ya want anotherone. Another ale'll be 3 bucks, 5 for a bit o rum and sometin' more exotic'll cost ya.

I sat there mesmerized by the dark golden liquid in my cup, the lights aroud me disappeared and only the light reflecting from the drinks surface remained. Soon the voices and the laughs started melting together into some sort of backround noise where no words were distinguishable from eachother. Even the voices in my head went silent, don't know if they did it out of respect for the moment or if I blocked them out like everything else...
I slowly lifted the cup, hands shaking from anticipation, as the liquid poured over my lips there was a few moments of sheer extacy. I had never felt so alive in as long as I could remember, it took a lot of willpower to force myself back into reality.

-Dorf at the back of the table is Merud, been drinking all night so dat he'd get the courage to talk wit'em dwarfettes. People wouldn't believe I'd ever say this but I think he drank a tad too much, hehe.

-Well, what's your story matey? Can't just be me talkin' all day, ey.

First of what story will you tell him?
The truth? Make one up? Say nothing?

And what should you do next?

Chapter VIII

[Spoiler](#) (click to show/hide)

I began telling the story of how the outpost Rocklod met its demise, about how I was trapped during the invasion and about how the goblins already had left when I finally managed to dig my way out.
At this point Brewster had already gone through half a barrel of ale and began pouring his third mug of rum.
I countinued with attempting to describe the hardships I had experienced during my many days of traveling, Brewster claimed that it was a 2 week trip for a full expedition with packanimals and seemed supriised that I managed the enitire trip on my own. As I got to the part about Blackgate I attempted to withheld some of the information that could some how compromise my current situation.
Brewster seemed to have read my intentions quite accuratly and began talking about the fort while repeadatly spilling his drinks on me.



- Aye, that be the warden ya shaw for shure. Ya now that Shilwerdrop ish quite a shucceshful fort arrright? Here ya could make a fortune in a week...if ure the right dorf that ish. The richer thish plashe got the more migrantsh came here lookin' for a better life, and shoon there wash too many of em' buggersh. At firsh the nobelsh wanted to do like them shouthern dorfsh, jusht shticking all the migrantsh in a hole with goblinsh and wolvesh and all kinda horrible shtuff. The intershting part 'bout the way 'em shouthern dorfsh do thingsh ish that only one of 'em ish allowed to leave, so letsh say theyve killed all the bad shtuff then they gotta kill eachother eh.
* Brewster misses his mouth and pours a mug of ale into his beard*
-Well...then there wash thish other guy who had a better idea, letsh not washte any good dorfsh who can work! or somethin' he shaid. Hish plan wash to have the migrantsh work for free and givin' them a room and a bit-o food in return, in the end he managed to convinshe the othersh. But his plan washnt perfect...pretty shoon some migranth got mad and started a riot. The guy wash killed in the riot...but thish is where shtuff got bad...before anyone coud react the warden had taken over the whole operathion. Shome even claim he shtarted the riot. With the fortsh garde behind him and a noble title he was untouchable, what more ish that he abushed hish military powersh to forbid the dorfsh under his rule from leavin'.
To add effect to the last statement Brewster slams the table with his halfull mug, filling the air around us with hundreds of tiny ale-drops.
Realizing his mistake Brewster throws me a handkerchief that that look like it might've been chewed on by a dog or something. He throws it quite poorly and misses by multiple urists.

As I pick it up from the floor I realize that I've been presented with a golden opportunity to clean my beard, as I manage to scrape off the last piece I quickly shoot a quick stare in Brewster's direction. Seems like he didn't notice.
He also appears to have lost all interest in the story as he is now putting together a complicated drink with as much precision as a miner tunneling under magma, many of the bottles contained liquids which I couldn't even identify. One second he is pouring in some milkwhite spirit surrounded by the air of a crisp wintermorning and then the next he's putting a deep brown rum ablaze. While we had been talking it seemed like some people had left the brewery, Onil & Okod were nowhere to be found aswell as Merud ad Lora. Razor had sunken deep

into his ale and it was hard to tell if he was sleeping or not. Must be getting late...
I felt tempted to go for another drink but as my funds are quite limited to say the least perhaps I should head back home instead?

Chapter IX

Spoiler (click to show/hide)

The voices seem to concur with me on the subject of getting a hold of some more drinks, more precisely buying a round for the remaining dwarves over at the table. Brewster breaks into a big grin as I make the order but while he is off filling up the mugs one of the voices worries about our currency's value. However the payment works just fine except for Brewster managing to drop all of the coins in an overly dramatic fashion.
I walk over to one of the vacant chairs at the table but as I sit down Esmar stands up and says-

- Ehy Snotbeard, nice to meet-cha but sadly we're leaving right 'bout now. (her voice was quite "raspy")
- Uhhh...hey...why are you leaving? (that wasn't very smooth...)
- Huh? Oh yea, that'd be 'cause I'm all outta coins heh. (seems like we're all poor 'round here...)
- Cmon let me buy you guys a couple of beers then. (either that or I'll have to hang out with the wierd guy at the back.)
- Can't say no if you're gonna be like that heh, right Nor? (phew...)
- Pfff if you say so. I'll get going soon though. (She leaned back and crossed her arms without looking my way)
- *I take a chug from my beer and before I know it I'm starting to feel strangly relaxed, guess I've been sober for too long.
- Soooo Snotbeard have'nt seen you 'round 'ere before, new to the pub or the fort?
- Both I guess...
- Don't really recognize that many people 'round here heh, travel a lot you see.
- Liason?
- Nah, nothin' as boring as that heh, some call me a thief, others a mercenary but I like to call myself an adventurer.
- Sounds kinda dangerous...



The discussion went on for quite some time and I managed to salvage some interesting pieces of information.

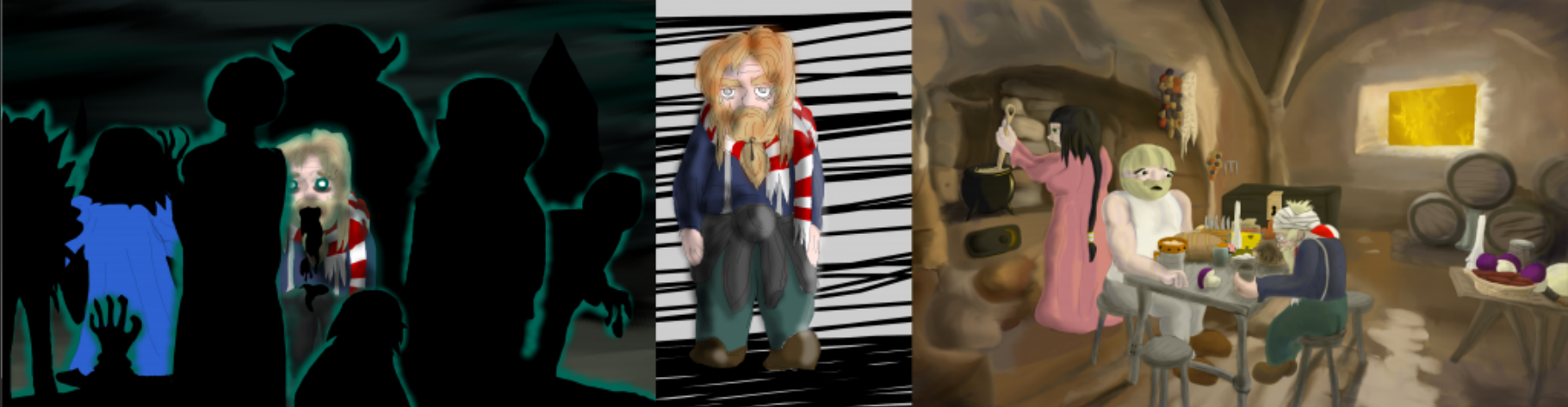
The military seems to be split up into three major groups, the military commanded by the nobles, the garde and the peasant militia both commanded by the warden. However the wardens rule is overridden by the noble with the title of militia commander during the event of full scale war.

There seemed to be a split amongst the non-military dwarves aswell, Esmar simply explained it as three groups-the nobles, the guild members and the migrants. The rules applying to the different groups were worlds apart, the nobles were completly freed from any physical work and got payed through taxes while the migrants worked for no pay at all. For every kind of labor there was also a guild- a stoneworkers guild, a farmers guild,a woodworkers guild and so forth. However to join either a guild or the actual army one had to be accepted by the guildmaster, this was apparantly quite a challange and it wasn't rare that migrants tried to befriend or even marry guildmembers to get accepted.
Furthermore she explained that most of the people that ended up down at the Brewstery either- did not like the society, wasnt part of the society or had trouble fitting in generally.

Esmer is just staying at the fort for a couple of weeks before she'll move on again. Norede has apparantly been discharged from the military but the cause is unclear. Noone really knows the guy at the back but he apparantly sells anything.

When you finished your drink Norede had already left, but then again she wasnt much of a conversionist anyway.
-Aight, now that there's no more drinks there's no more reason for me to stay heh. Thanks Snotbeard...what's your name btw?
-...

Good question...amongst many other things it was lost as I fell into the pits of insanity...



Chapter X

[Spoiler](#) (click to show/hide)

-Uhhmm....my name... eh...

What was my name...?

Your old name is long lost.

What do you mean?

You now call yourself Nerin, Lord of the Glittering Caves.

-I go by the name of Nerin, Lord of the Glittering Caves!

-Plschh! *Esmar spits out the remainder of her drink*

-What...

-Oh heh, it's just...you didn't really strike me as a Nerin, Lord of the Glittering Caves kinda dwarf...

-Uhhmm....usually just Nerin for short...

What the crap was all that about? Why did you pick such an ambitious name!?

Shut up, it's excellent.

-Heheh, guess you're better off that way.

What now? I've never been good at talking with girls and right now I suffer from a severe case of insanity combined with a long period of complete isolation....

Dude We've got this!

-Nah it's an excellent name and you know what? It doubles as an euphemism.

....! And it's a euphemism for what exactly?

-Oh, but we barely know eachother! 😊

mental facepalm What are you doing!?

Relax, go and get some more beer and while you're up there you might aswell ask the fat guy for a job.

What...

-Are you drunk?

-Of course! I'm a dwarf what'd you expect? Wait here I'll go get another round!

-o____O'

My money!

You greedy bastard, what's the point of money if you are not going to use it?

uhhm...but...

Shut up!

-Hey Brewster...another round please.

-Aye ya lil' bastard, commin' right up! But wait com'n taste thish first, it'sh my latesht experiment!

I grab the cup and watch it's content anxiously...



I take a sip but I'm instantly about to throw up, I can't tell if it's the taste or the sheer amount of alcohol. The texture was extremely strange aswell, one could descibe it as a mix between a syrup stew and a raw egg.

Luckily I manage to hide my disgust and when Brewster asks for my opinion I burst out something about it being okay but a bit rough.

-Ahhh well Shnotbeard my friend I guessshh you're jusht too much of a lightweight to really appreciate the raw tashte of the Monarch Butterfly!

-It's actually Nerin...Lord of....sigh...Lord of the Glittering Caves.

-Bwahahaha, what a name ey!

-Yes, yes but...I'm kind of looking for work at the moment...and I thought maybe I could work here?

-What!? Trying to take my job are we now? 😊

-No not at all! I was thinking more of a...uhhm

What's the plan here?

Barmaid.

-a uhhm...barmaid?

-Bwahahaha, you're a funny one Shnotbeard but unfortunatly you do not really have the titsh for the job.

-Oh...I'm sorry...

-Cmon matey, what'sh up with that shad face o-yours? Lishten here, maybe ya could come 'round later thish week and do shome cleanin'

or shomtin'? That ish of courshe if I manage to remember it.
-I won't disappoint.
Grab the beer and get over to the table

That was a complete failure!
No...just a little bit...
You're making me look like a fool in front of everyone! Bar-maid!? Why!?
Now you're just overreacting, drink your beer and you'll feel better.

I still felt a bit akward just sitting there talking especially considering the fact that I had to rely on the stupid voices to come up with dialogue. But it accually got easier as we got drunker and after a while she was even laughing at the horrible jokes, before I knew it she began telling tales of her travels as an "adventurer". Most of them took place at the coast next to the Red isles but some went as far as to the Frozen hills of the south. Some of the stories were quite thrilling involving things like goblin ambushes or carps and they were generally centered around a pack of four dwarves. They choose a destination but no goal and then attempt to gather as many riches as possible along the way, sometimes it was accually quite heroic stuff-saving towns and such but generally they'd just rob some poor elves of all their belongings.



Chapter XI

[Spoiler](#) (click to show/hide)

Hmm...At this point I've completly left the talking to the voices, there wasn't really any point to try and keep up. With my mind caught in a drunken haze I slowly drift away...many questions come to me but few awnsers...
What are these voices? Repressed aspects of my personality? Some strange magic? I really am insane...
What am I doing here in this fort where I know noone and where I can't seem to walk a single urist before getting into trouble?
Am I drinking beer or ale? I don't know anymore!
I better check on what kind of trouble the voices are getting me into now...

-...and that'sh how I firsht met Likot and Ray heh.
-What fckn coincidence eh?
-Yea heh...guesssh I got a bit lucky there. hick
-I forgot to ask earlier where do you live?
-What heh...you can't just go up to a lady ask 'er where she live. hick. That'sh a bit cheeky even for you 🤔
-Oh no don't get me wrong! A gentledwarf like m'self wouldn't have such vulgar intentions. I merely assumed that you were in a state in which you'd have trouble gettting home on your own. 😊
-Hehheh, well thing ish that I don't really have a place here, you know with the traveling and all that. Don't really like getting stuck in one place...
-And ya call ya'self a dwarf!
-...I'm jusht shtaying at Lora'sh place for the time bein' heh.
-Well let's get going then!

As I leave Brewster looks in my direction and makes a wierd face...I assume he tried to wink at me but...

What are you guys up to!?
Don't worry all the time.
You're putting me in a very troublesome situation here...
We're getting real tired of your complaining.
But...

Lora's residence was located at the north-west corner of the market, apparantly the map didn't include any personal rooms.
-G'night Glittering Cave...-whatever. hick
-Oh yea just one more thing...
-Huh?
-The thing is...I don't really have a place to stay at the moment...so...
-I'm sorry but ya know this aint my place heh.
-Don't worry I don't mind sharin' a bed!
What!
-What!
- 😊
-Hahhahhehehe, feel at home heh.

What the fuck! For the love of Armok what are you doing!
Yes?
You can't just...
Have fun? Attempt to do useful things? What was so great about your previous life huh? You did nothing! You were the biggest nobody to ever walk on dwarven soil! Be grateful that we're helping you get on track here.
But...but...I'm not that comfortable around girls...

...Dude, get your act together!

At this point things got painfully embarrassing, not only was my "performace" lacking at best but I was continuously tormented by the comments of the voices. Really the only redeeming factor was the fact all of the "participants" were exceedingly intoxicated. But it got better as we switched positions, with her on top my impression on the whole deal changed immensely.



I guess being crazy isn't as bad as it seems huh...

Next morning I was thrown out onto the street by a very hungover Esmar whom just moments ago had been attempting to explain to Nora why she brought home "Snotbeard". Guess that's what Brewster meant by her being a tad unpredictable...

My mind is still bit of a blur...How many coins do I have left?
Where should I go now...?

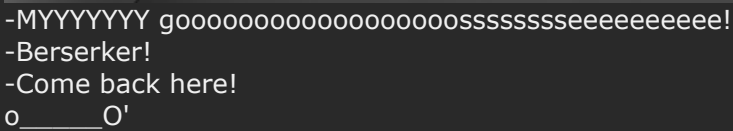
Chapter XII

[Spoiler](#) (click to show/hide)

You should go and earn a few bucks.
...How? *slowly rubbing my eyes*
Go and clean a fish or something!
What...where?
Just ask someone!
I make my way back to the bar
However as I arrive I'm met by handmade sign.



-Carp!
He's still sleeping...got any other bright ideas?
If you had a better map you wouldn't have to ask for directions.
Sigh...and where do you propose I get one of them from?
...dunno.
I think th...!



Spoiler (click to show/hide)

.
. .
.
.
As I open my eyes again I'm all alone in a nicely furnished room...
The hospital? no....Doesn't look like a hospital...No staff... no supplies...not even any of that wierd stuff...uhhm...what was it
again...uhh..Soap!
I try to sit up but my head hurts, I check for wounds but its all bandaged up. How long have I been out...? I'm really hungry which could
indicate that it's been quite a while...but then again I hadn't eaten for a long time before that either..
Maybe I should just go back to sleep and see what comes up? Or should I go investigate? My head still hurts though...

Spoiler (click to show/hide)

My mind was clouded by the ringing headache and as I tried to go back to sleep I heard something strange...I looked around me but I was still alone? Was it the voices? Yea...but this was different... Suddenly like multiple streams of voices flushed over me like a tidal wave, their unorganized babbling hurt my already sore head. It got worse and worse and before I knew it they were screaming strange words that echoed inside my skull. One claimed that the other

dwarves were out to murder me and something about me being a prophet. Amongst all the strange words I managed to make out the weird paranoid one, it had begun a long speech about a god in a dress. It became too much and I started hitting my head against the wall to block out the sound.
I hear a scraping sound behind me
I turn around and see the stonedoor slowly opening, somehow the voices settled and I could finally breath out...but...Who was coming?



The guy who hit me!?

-Hey...I'm sorry...

-Where am I?

-...oh...uhhm...my place.

-...

-You're not hurt!?

-Still breathin' eh...

-...good.

Nerin this guys is just as bad as you when it comes to talking.

Sigh...perhaps.

We're....I mean you're hungry! Ask for some food.

I can't just ask people for food...

This guy just hit you in the face! He owe you at least that much!

...I guess.

-I'm kinda hungry though.

-...oh...uhmm...yes...eh...my wife is making dinner...so...so will you join us?

-Thank you.

-Oh...it's the...uhhm...least I could do...because...you know...

I nod

...I'll come get you later

He slowly walked out the door seeming a bit embarassed.

Chapter XV

[Spoiler](#) (click to show/hide)

After I had been left alone once again one of my more peculiar advisors suggested that I'd go look for a sock. It took me quite a while but in the end I managed to find an old sock lying under a pile of used clothes. Once I had completed my first task I was forced to once again smoke a sock...someone else's old sock...

Luckily the dwarf in white called for me at the last second, however I was told to bring the sock with me for later use...

I was surprised as the hallway outside of my door led to the top of a couple stairs since two-floor houses were rare for dwarves...at least where I came from. I followed the sound of a roaring fire and arrived in some sort of a kitchen, once again I was surprised as most dwarven meals are eaten in public dining halls. Safe to say that this guy wasn't a peasant but the lack of gold and gems had me thinking that he probably wasn't a noble either.

The area was roomy yet rustic, built from a mix of materials amongst which I could identify wood, clay, and multiple kinds of rock. I look over at the dining table and to my great joy it's packed to the brim, however at second glance I realise that many of the things on the table weren't food but spices, pastes and cutlery. But there was still a thick smell of homecooked food lingering around the kitchen, as I take a step in I see a dwarf in front of a large pot whom I presume would be the guy's wife. She was very tall for a dwarf much like her husband and even though I rarely think much of my height I couldn't help but feel a bit uneasy amongst those two.



After some brief introductions I learnt that the big dwarf's name was Gulog and that he was a miller of some sort. As I sat down at the table his wife asked me if I wanted some kitten lard in my porridge, an invitation which I gladly accepted. I spent a couple of minuites trying to get some useful information out of the guy but he didn't really manage to catch my drift... Well, it didn't take long before I was presented with some steaming hot food and a cup of plump wine. When I for a moment didn't stuff my face full with clumps of unidentifiable food combinations I tried to get a discussion going again. Gulog still seemed to have some problems but his wife eagerly began a conversation, her speech was colored by some sort of intellectual superiority concealed by false modesty.

She apparantly knew about the guild system quite indepth, Gulog for one worked in the farmers guild which was kind of an "umbrella guild" for most of the food related things.

The main question is...how much of my current situation do I wish to tell them about? I pobably can't keep up the conversation without explaining my position at some point, but then again I could lie? On the other hand there might not even be a problem at all...

Chapter XVI (skippable) [Spoiler](#) (click to show/hide)

The wall of text.
She didn't ask it straight out as she explained but she had started giving me hints that I should somehow explain my situation. Naturally I told them about my current situation and the events that had lead up to it, slightly flavored by the voices to make Nerin, lord of the glittering caves seem a bit grander then what he really was.
Gulog's wife seemed a bit concerned after hearing how I went from an outpostleader to a lowly peasant while Gulog himself seemed really impressed by my "previous social status". Well, apparantly I've ended up in bit of a strange position here. Since I'm of course not really a noble I have no place there, I've never even been in touch with any of the guilds which pretty much what appeares to be the only to get a steady income. Migrants are generally picked up by the warden as soon as they set foot on Black gate territory, they are at least on paper free to leave whenever they want unless they sign up to a position under the warden in return for free food and housing. For some such as beggers and peasants this might very well be considered quite a beneficial deal. The problem is that all the regular migrants- Gem setters, Potash makers, Wax workers and so on are forced to choose between starvation and a life borderline enslavement.
-Hmm...seems a bit harsh eh? So either you got to know people or you end up getting stuck here working for free?

She pushes her eyebrows together and thinks intensely for a brief second.
When the moment of what would've been complete silence if it were'nt for Gulog's slurping had ended she continued talking, this time her speech was a bit slower or...more restrained as if she tasted every word for as long as possible before uttering it.
She claimed that there were two exceptions to my earlier statement. The first one was to get a document from the Mountainhome stating that your migration had been varified by the king("The dwarven king" and not one of the many outpost mayors) or a majority of the counsellors. The other one was to simply provide something that the fort doesn't already have or to fill a vacant spot in the social system. This was accually not simple at all due to the fact that not only would you have to compete with hundreds of other dwarves but also had the warden relentlessly shutting down any business that might in any way damage his ways. The reason to why people have decided to look the other way is simply because a sideeffect of this neverending powerhunt is an slmost complete cleasing of crime. Not even the children dare steal as they have seen what the warden's hammerer is willing to do.
-Carp...
-Then what was all that 'bout with the berserker and the goose?

Suddently Gulog who's been quiet for quite some time shines up
He explains how one of the migrants went berserk, for some reason he just couldn't take it anymore and during his five minutes of fame he had managed to punch a pregnant dwarf in the face, push a good dozen wine barrels down the central stairway and steal McJerut's goose. After the failure on his part related to my brave initiation he had carried me home to fix me up. I guess the reason I didn't end up in a hospital is because he might've been scared that I'd accuse him of something.

Dinner's been eaten, what now? Keep talking? Leave? Anything?

Chapter XVII [Spoiler](#) (click to show/hide)

After the explanation my situation felt more hopeless then ever...
Does it mean that I'm doomed to one day surrender and accept the terms of the warden? Or should I leave while I still can?
But the voices had another plan in mind. They wanted me to extend the use of my "lost fort leader roll" and look up the mayor to inform him of Rocklod's demise. It was a risky plan(I knew very little of the nobles) so I had to prepare some sort of disguise...however my funds were limited to say the least.
As I took my leave I asked Gulog for some dye, he looked strangly at me for a moment only to leave for a few seconds. When he returned he gave me a small pouch filled with a deep red coloured powder, he also threw me a bag of flour and mumbled something 'bout how I "hit my head while falling down some stairs".

Under the instructions of the paranoid voice I tried my best to alter my appearance, rearranged my hair, ~~dyeed it red~~ tried to dye it red, attempted to pull my beard through the earring but as it didn't fit I had to go for some strange hybrid and then finally I tied my old traveling coat around my waist.



Then I headed off towards the nobles quarters, I didn't know exactly where it was but the map gave me a rough idea. The streets were very crowded so getting anywhere involved a lot of pushing and shoving. But as I got closer to my destination the masses began thinning out slightly, suddently it was all quiet but for a hauler moving a quirking wheelbarrow filled with expensive drinks. The room I had entered had impressivly high ceiling, streching perhaps three or four stories up into the air. In the center of the room stood a massive stauue, it portrayed a warrior of some sort...wierd part is that it didn't look very dwarven.



Rocklod- the fort where I came from- wasn't a wealthy fort by any stretch of the imagination, all the noble titles we had was only there for show. Our mayor did as much hauling as the next dwarf and you could often see the bookkeeper working out on the fields. The world I had now been thrown into was beyond my imagination. I had never felt so out of place, every single dwarf was covered in expensive silk and many carried their weight in gold and precious stones.



I felt the sweat dripping down my back... Everyone gave me such dismissive stares.... I...I don't know if I can do this...

Chapter XVIII

Spoiler (click to show/hide)

What am I doing here? In clean halls filled with goldstudded furniture, amongst soapsmelling dwarves covered in outworldly jewelry, hearing their affected laughs around me...

But what am I really?

A peasant...A filthy peasant...An insane filthy peasant....

I can't stay here....

Suddenly the paranoid one spoke up.

Nerin, you should realize our power over you. This is not a decision I agree with, but the court's decisions will not be ignored. I swear to you: if you do not comply, we will make you eat your own feces for the rest of your life.

You can't...you...

What has my life become...

But the paranoid was not alone.

Nerin, of all the people in your fort, you were the only one who managed to survive till the end, even goblins couldn't get you. You made a trip here to this place that even a group of seven dwarves with full provisions would have a hard time doing. Talking to simple nobles (who from how things look, they have never touched a wheelbarrow in their lives much less survived a goblin attack) is nothing compared to what you've managed to accomplish so far.

I realised that not only did I not have a choice but maybe...just maybe...it could work.

No turning back now, I swallowed my doubts and mustered up what little courage I had left in me.

But I only managed to walk a few steps before a young dwarf approached me, he was wearing a somewhat obnoxious attire and a stupid smile to match it. Everyting looked very expensive and pompous but was horribly ill-fit. In his trail was a old dirty dwarf that seemed even more out of place then me.

-Hey, peasant!

-...

-Awnser me, peasant!

-Who the f'ck would you be?

-Excuse me!?

-...

-Scampers hit it!

What!? Are they gonna fight me!? wait.... what...

The old dirty dwarf named someting like scampers suddently burst out into song-



Tis' the story 'bout
A vice-count so proud 'n stout
Tis' the story 'bout
The guy who make the ladies scream n shout
They call him vice-count -tshhh
All the girls he sieze' with ease' before he leaves'
They call- call- call him vice-count coool



No trix no fix he's everywhere'
all the way from Blackgate, Verengard to Nulcastair'
But beware he fights like noone else'
Doesnt matter if you're dwarven, human or an elf'
When he's around you gotta' watch ur'self!
And you wouldn't believe his fame'
Noone in the kingdom doesn't know his name'



Listen up you fooooooo!
now you know story 'bout Ironion- wait I meant vice-count coooooo!

-Oh, Scampers you blew my cover, said Ironion with a big grin.

I just stood there slightly impressed by scampers preformance but mostly disgusted by the horrible song....

-The real question here peasant is-Who the f*ck are you? wait no....that doesnt matter....Why aren't you working?
-Ah I came here to talk to the mayor, you see I'm the last survivor of Rocklod.
-...so...You're basically running from the warden?

-Nooo...
-Hah, just remember this- It's not the warden you should watch out for it's the mayors advisor.
-Never even heard of the dorf.

Ironion's grin widened and he gave me a gruesome stare
-Few people know him and even fewer would ever want to meet him, it is said that he is a ruthless bastard and that he may slay a fellow dwarf without hesitation. The legend even claims that can rip out the very souls of his victims *makes a spooky noise*
I've never seen him but they say that one of his arms is as black as the darkest winter night and that his mind is yet darker. tooooo spooooooky...
o_____O'
Uhmm I think I'll leave this nuthead...right guys?
Put him on fire and wipe your back-sweat on him!
No.....just no....

Chapter XIX

Spoiler (click to show/hide)
-I got no time for this, I am Nerin LORD OF THE GLITTERING CAVES!
-What...
-You are no more then a speck of dust at my feet, an insect, a worm! You might not comprehend my divine authority but you shall taste my wrath!
At this point one of the voices tried to wip out my cock, needless to say I managed to stop it. However it took an surprising amount of effort
-I didn't do anything!...And my dad could kick your ass.

Before even letting him finsish his sentence I turned my back on him and continued onwards into the depths of the fort. Besides the obvious differences between nobles and mere workers there was another major divergence, all the scranty soldiers armed only with an old copper sword and a buckler had been replaced by hoardes of battlehardened veterans. Upon reaching the mayors chamber I was searched by atleast half a dozen dwarves, most seemed confused by the contents of my backpack...

The room was of truly epic proportions, it might have been my imagination but I don't even think that one could see the back wall. But I guess the actual reason to why it was so hard to focus on trivial things such as the size would be the vast amount of gold lying there in piles taller then many trees. Well, to call it a pile would be bit of an understatement as it literary looked like a landscape of golden hills. I don't share this strong feeling of greed that I've seen in the hearts of so many dwarves but even I felt something aching inside me as I viewed the neverending sea of gold. The room was very dark but for a small lamp standing upon a stone desk of meager quality. The table seemed like an oasis of modesty in a desert of excessive wealth, the lamp intrigued me just as much but not because it was ordinary in any way but because I'd never seen a lamp before. It burned bright just like a torch but no smoke left it's flame, I guess it's some human invention or something wierd made by the elves.
At the table sat a lone dwarf. He was very short even by dwarven standard, somehow his lack of height accually made him even more intimidating. Suddently he looked up at me with sunken, dark eyes.



Our eyes met and we stared at each other in silence, I guess he was probably evaluating me while I simply didn't know what to say.

-Uhhm...I am Nerin...lord of the glittering caves.

-State your purpose.

-I...hnngg... I am the leader...as well as...the last survivor of Rocklod.

-So you are telling me that something happned to the outpost?

-We...we're ambushed by....uhmm...goblins.

-Well, well never really liked that dirty hole anyway.

-Huh?

-Do I have to repeat myself?

-You can't....can't say that! I'm the leader of Rocklod!

-Was*.

-I demand a band of six ablebodied dwarves to reclaim my home!

-No.

-The King wouldn't take it very well if he'd knew that, a legitimate noble, in his hour of need, carrying important news for the mountain home, has been mistreated by a pompous fool!

The mayor suddently went quiet for a moment but when he spoke up once again he seemed slightly amused

-Well, can you somehow validate your story, I would very much like to believe you but as a leader you cannot be so naive.

He knows we're lying!

Keep calm Nerin.

But...but...

Nerin, you should talk and act like the noble you are! not a spineless peasant! you were a lazy bastard all your life, have the other nobles take a look at your hands, are those the work-weary hands of a peasant? No! Muster all the security you have, look him in the eyes, and threaten the damn fool!

-Then tell me Mayor does these hands look like the hands of a common peasant!? Change your attitude this very second or the king will be hearing about this!

The mayor gives a slow applause

-What is that supposed to mean?

-Nothing, you're a very convincing dwarf Nerin.

-So?

-But.

-I'm warning you!

-You seem very young to be Rolof Gravevictor.

-Uh...

Carp! He knew the old dorfs name!

Nerin.

He has just been fckn with me all this time, he must've known from the start!

Nerin!

This...This is...

Nerin!

What!?

Leave fast.

-Uhhm I am...Rolof's son.

-I don't think so.

-I'll get going now, don't worry.

-You there!-He calls out to the dwarves at the door- Would you show this little lord the way out perhaps? And you, could you go and get Tenebrosus?

One of the guards pulls me out while the other one hurries off to some unknown location.

Oh well...That was bit of a failure.

Nah, bad luck mate.

So you say.

Well, how could we know that he knew the old guy.

It was a shitty plan to begin with.

You lazy bastard, you don't want to do anything!

Maybe! but at least then I don't end up fckn things up.

No pain no gain loser.

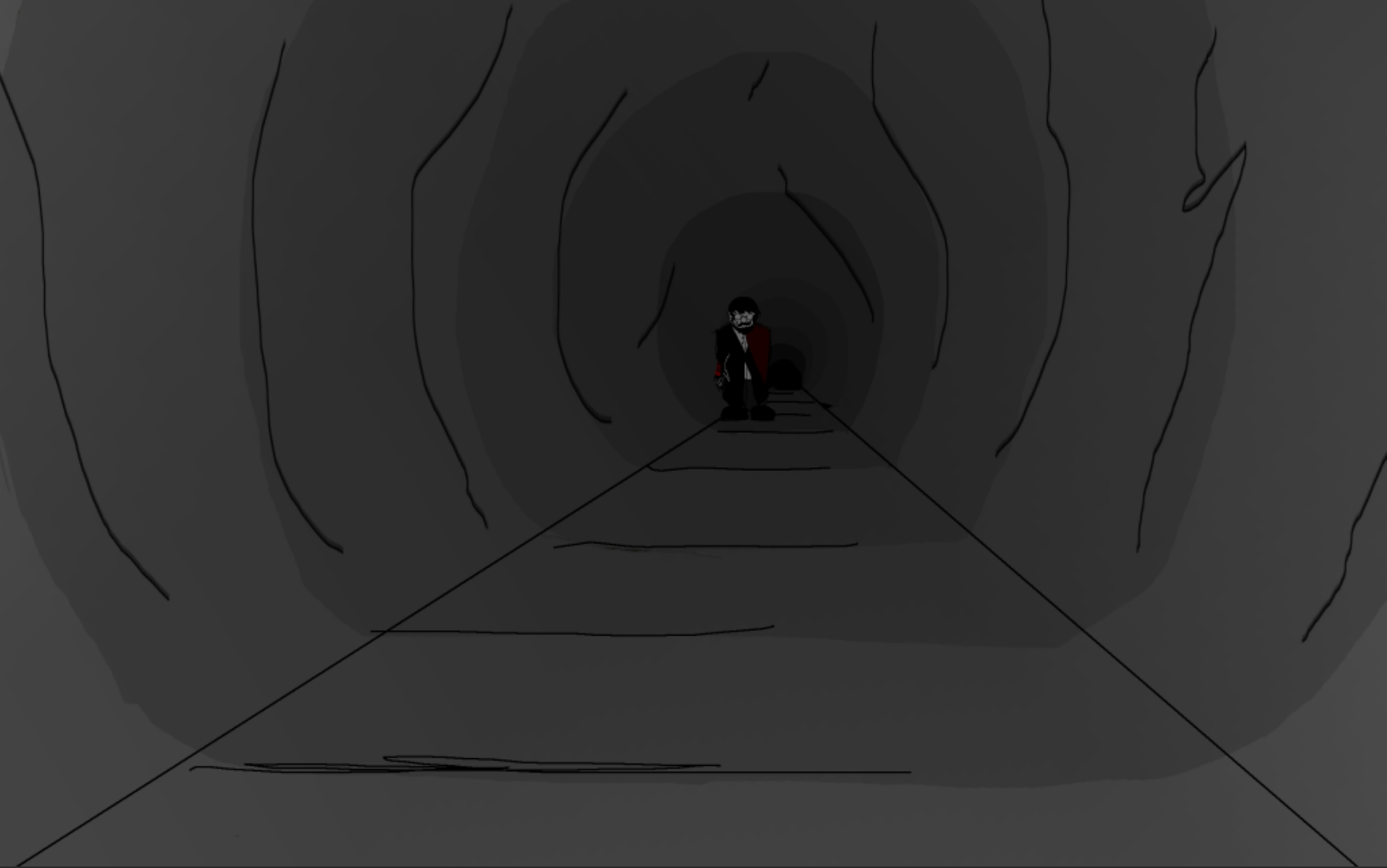
You guys suck. Why did I have to go insane...sigh

.

.

.

Guys?
.
.
.
Did I regain my sanity!?
Shhh
No...I guess not
Shut up.
What?
Listen.
...I don't hear anything.
Exactly.
Where are everyone?
.
.
.
Nerin run.



Chapter XX
[Spoiler](#) (click to show/hide)
<http://www.bay12forums.com/smf/index.php?topic=122065.msg4044315#msg4044315> (<http://www.bay12forums.com/smf/index.php?topic=122065.msg4044315#msg4044315>)

Chapter XXI
[Spoiler](#) (click to show/hide)
<http://www.bay12forums.com/smf/index.php?topic=122065.msg4045639#msg4045639> (<http://www.bay12forums.com/smf/index.php?topic=122065.msg4045639#msg4045639>)

Chapter XXII
[Spoiler](#) (click to show/hide)
<http://www.bay12forums.com/smf/index.php?topic=122065.msg4050752#msg4050752>

Chapter XXIII
[Spoiler](#) (click to show/hide)
<http://www.bay12forums.com/smf/index.php?topic=122065.msg4057254#msg4057254>

Chapter XXIV
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<http://www.bay12forums.com/smf/index.php?topic=122065.msg4278752#msg4278752>

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<http://www.bay12forums.com/smf/index.php?topic=122065.msg4380106#msg4380106>

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Chapter LXI
[Spoiler](#) (click to show/hide)
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Chapter LXII
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<http://www.bay12forums.com/smf/index.php?topic=122065.msg4907936#msg4907936>

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Chapter LXVIII
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Chapter LXXI
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<http://www.bay12forums.com/smf/index.php?topic=122065.msg5485811#msg5485811>

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Ultimuh** on **January 23, 2013, 07:33:30 pm**

I'll be posting to keep an eye on this thing.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 23, 2013, 07:44:03 pm**

Hmm, PTW. Wonder who lived in that room before he moved in?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 23, 2013, 08:01:36 pm**

I'll see how this turns out.

So, do we post suggestions now?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 23, 2013, 08:09:13 pm**

Nice, it'll be fun to have another thread similar to the peasant dwarf and despite what you say about being new at drawing, I think everything looks pretty good.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 23, 2013, 08:19:23 pm**

Adventure game senses tingling!

- > Look Wall
- > Look Bed
- > Look Cabinet
- > Look Chest
- > Open the Chest
- > Open the Cabinet
- > Get all
- > Look Window

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 23, 2013, 08:21:39 pm**

Quote from: [Tevish Szat on January 23, 2013, 08:19:23 pm](#)

Adventure game senses tingling!

- > Look Wall
- > Look Bed
- > Look Cabinet
- > Look Chest
- > Open the Chest
- > Open the Cabinet
- > Get all
- > Look Window

+1
Also grab the scarf and wear it so that it partially covers our face.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 23, 2013, 08:31:28 pm**

So it's suggestion time eh?
Well, let's check what we've taken with us first. Can we get through the crack on the right wall? Is that a cave spider web on the top left corner? If there is dirt on the outside of our room, is it enough to make a farm plot on?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 23, 2013, 08:32:20 pm**

Quote from: [gman8181 on January 23, 2013, 08:21:39 pm](#)

Quote from: [Tevish Szat on January 23, 2013, 08:19:23 pm](#)

Adventure game senses tingling!

- > Look Wall
- > Look Bed
- > Look Cabinet
- > Look Chest
- > Open the Chest
- > Open the Cabinet
- > Get all
- > Look Window

+1
Also grab the scarf and wear it so that it partially covers our face.

I cant wait till that search function has an actual purpose in adventure mode.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 23, 2013, 08:36:41 pm**

Heh yeah.

Oh, let's also look out the window... just imagine what wonders could possibly lurk on the other side.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 23, 2013, 08:45:51 pm**

Quote from: [gman8181 on January 23, 2013, 08:36:41 pm](#)

Oh, let's also look out the window... just imagine what wonders could possibly lurk on the other side.

Check what kind of window it is, too. We should consider deconstructing it and taking the components with us.

We should also talk to ourselves while searching and such, to get our social skills up.

Edit: Depending on our room's value, we could place our bag down as a container to increase our happiness.

Edit2: If we can't find anything usefull, we should see if we can deconstruct the floor. If we can't break the west wall, we should smooth it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **anthony62490** on **January 23, 2013, 11:18:23 pm**

Wow, this is quite a bit darker than Brewster's story... ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 24, 2013, 09:53:56 am**

Quote from: anthony62490 on January 23, 2013, 11:18:23 pm

Wow, this is quite a bit darker than Brewster's story... ???

Hmm, you're kinda right. We need some light, may I suggest stealing another dwarf's bed and putting the cheapest one on fire?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 24, 2013, 01:08:11 pm**

The temptation of rest became too great but as I began walking I could hear a faint whispering...
The whisper grew louder as I tread cautiously towards the bed...
Soon it was joined by others, at this point I realised that they weren't real...They came from some dark corner in the depths of my mind...
They screamed orders and demands at me but I tried to ignore it, I even covered my ears which only made it worse as it blocked out the sounds around me leaving me stranded alone with the strange voices...
Some of them were clearly the fruit of my evergrowing insanity, speaking of unimaginable horrors, the most heinous crimes and and one which suggested that it was time for me to go through my final metamorphosis and become a hedgehog...
At the same time there were others which tried to reason with me, speaking of how I should change and how what I should do...
Soon I'd gotten so desperate that I decided to go along with some of the more reasonable tasks.
Maybe that will make them go away?

I reached over towards the chest at the end of the bed... it was clearly locked but after shaking it- it also appeared to be empty-

I went over and opened the cabinet but it appeared to be empty aswell apart from a moldy lump of syrup rost-

There was a small piece of paper jammed under it though...
A map of some kind...
It was a bit hard to read as someone had spillt wine on it but upon closer inspection it was definitely a map of Blackgate, however it seemed to be severly outdated by more then 50 years-

Spoiler (click to show/hide)



It was a bit difficult to decipher but...

Spoiler (click to show/hide)



This is probably my current location

Seems like there is more than one brewery.

Some sort of marketplace?

The chambers of the Aristocrats, you know dukes, barons, highranking military and that kind of dorfs.

Passed by this place on the way...some sort of barracks

Mines n caves by the look of it

The rest remains a mystery...

The voices woke me from my thinking and sent me up to north wall-

Spoiler (click to show/hide)
Look through the crack in the wall they told me...

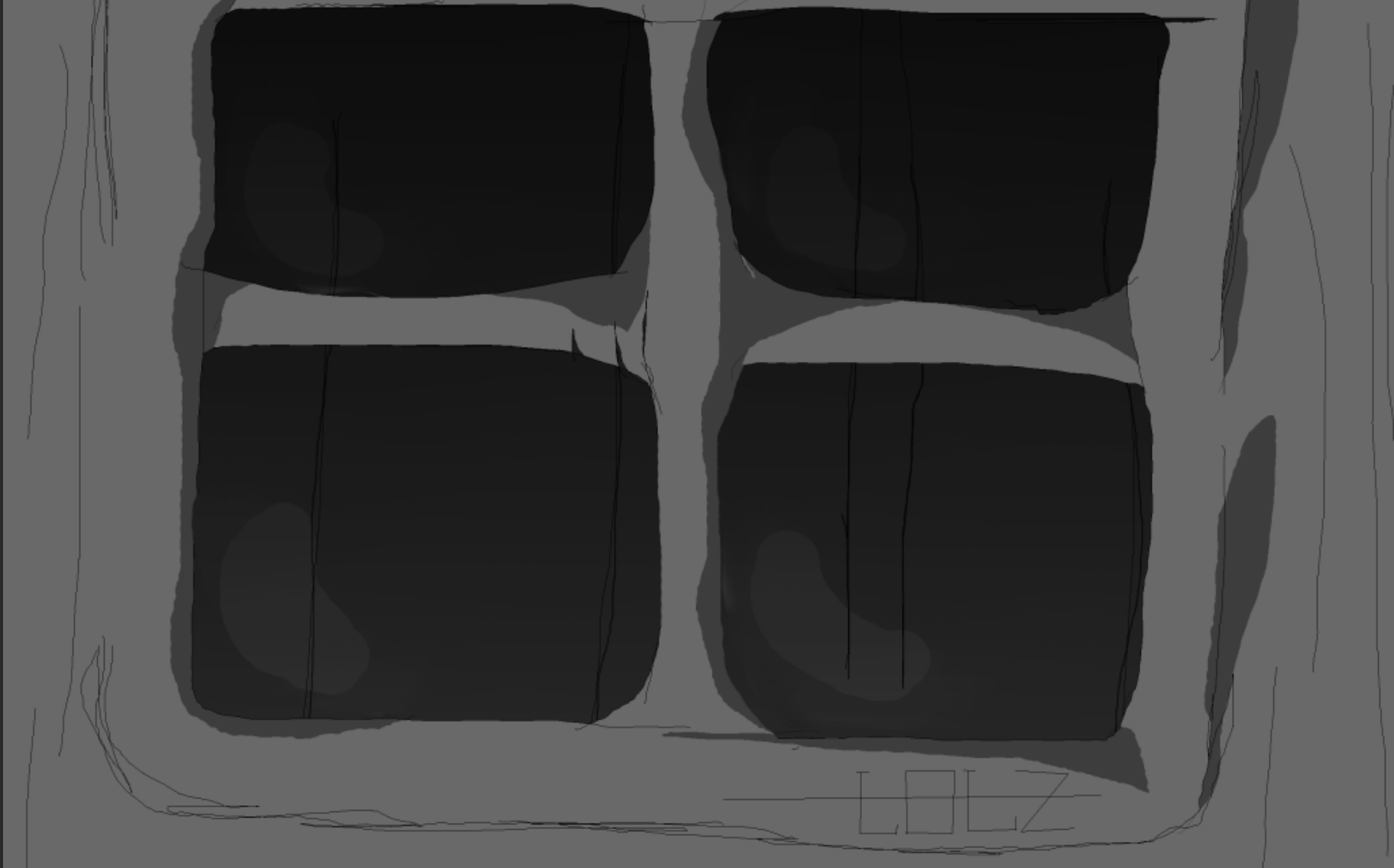


Fck, dwarven asscrack! 🙄

I have to remember to clog that hole at some point.

I hurried over to the next wall and took a look out the window :) Spoiler (click to show/hide)

Spoiler (click to show/hide)



Fckn retarded glassdorfs puttin in windows with solid rock walls just an inch away...
On the other hand it might've been some strange mandate.

I picked up the scarf from the floor but it was covered in old snot and blood. The voices however insisted on that I bring it with me.
[Spoiler](#) (click to show/hide)



They said it looked really good on m...well since they're all part of my subconsciousness I guess I thought it looked really good on me...

As the whispers silenced down one by one I felt like I was getting closer and closer to that tempting piece of wood only a peasant could call bed. But just as I lied down I heard a single muttering still trying to order me around. Apparantly it wanted me to collect the spiderwebs...
uhhm...
[Spoiler](#) (click to show/hide)



I was stuck there for so long that I must have fallen asleep. Next morning I managed to break loose and I had to decide what to do next...
Since I'm a dwarf the first thing that strikes my mind is ofc alcohol, however this might be tricky if I wanna keep my prescence concealed...
An other thought would be to go and explore a bit. Have to take another look at the map...
But I guess that my reasonings doesnt really matter as -if the voices have some new crazy idea I'd be forced to try and execute it.

- Bag-
- Solid rock cogwheel
- Rotting syrup roast
- Map of Blackgate
- A spare sock
- The scarf
- A handful Rowanberries
- My traveling coat and an empty pipe.
- 20 copper coins and a diorite earring that the gobbos had missed

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 24, 2013, 01:21:44 pm**

We know too little.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **peregarrett** on **January 24, 2013, 02:41:53 pm**

Fill pipe with spare sock, light it and puff. This will cheer him up.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 24, 2013, 02:57:52 pm**

Quote from: slowpokez on January 24, 2013, 01:08:11 pm

But just as I lied down I heard a single muttering still trying to order me around.
Apparantly it wanted me to collect the spiderwebs...
uhhm...
[Spoiler](#) (click to show/hide)



That just made my day, although it was hilarious altogether.

We should try to drink what remains of the alcohol on the map. I suggest we use some rubble to create a brewery in the empty spot next to the hospital. We can brew our berries there. To remain unnoticed, we should paint our beard with the blood on the scarf. No one will reconise us if our beard is suddenly a different, more easily noticable color.

Edit
We should also peak through the north wall carefully. If our neighbor isn't there anymore, we should rob him.

Edit2:
Am I the only one who had to quote the post to see which color responded with which description, safe the mines?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 24, 2013, 03:55:34 pm**

While wearing the scarf, attempt to sneak through the fortress quietly like a dwarf ninja, in the direction of the nearest booze.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 24, 2013, 04:02:47 pm**

I think we should go for the mining area. We don't have much, but Mines are fun places. Assuming they're not infested with something or other.

Avoid the barracks and the nobles, to be sure

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 24, 2013, 04:07:33 pm**

Quote from: Tevish Szat on January 24, 2013, 04:02:47 pm

Avoid the barracks and the nobles, to be sure

Nobles are weak and tend to die anyway. Killing a few is for the good of the fort, and won't bring any great risk of discovery so long as we confront them on their own. Strange them and smash the skull with the cog.

Edit:
We should wrap the scarf around our face and head for the hospital, faking injury. There, we can practice our social skills with other injured dwarves while being fed. Maybe we should make sure the chief medical dwarf goes missing to prolong our stay.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 24, 2013, 04:19:07 pm**

Ok, too many suggestions, time for a vote!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 24, 2013, 05:27:04 pm**

As a majority of the voices argued over where we should be heading next some had other plans in mind. The strange one whom had earlier got me into all the trouble with the webs told me that I should dye my beard to hide my identity. I tried to argue that noone knew what I looked like so what's the point of altering my look in such a way? But it was determined... I tried to smear of the blood on my beard but it was too dry to stick, the snot on the other hand got stuck in little lumps..
Spoiler (click to show/hide)



Brilliant -____-'

Anotherone tried to cheer me up by suggesting that I smoked the spare sock...
I was just about to say something when I realised how futile it would be to engage in a discussion about such a subject.
Spoiler (click to show/hide)



...
If someone saw me now they'd think I was insane. Oh wait...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **TALLPANZER** on **January 24, 2013, 06:16:02 pm**

Dude! toss that sock and get some longLand Grass or rag weed!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 24, 2013, 06:21:29 pm**

Yeah and clean the snot from your face before the germs spread!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 24, 2013, 08:57:55 pm**

Clean snot, explore.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **triato** on **January 25, 2013, 01:05:35 am**

knap two stones and make an injury on yourself, just enough to get into the hospital. Toughness and eventually social skills, we could also hear gossip in the hospital.

All of that after getting some alcohol.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 25, 2013, 03:52:56 am**

Now that we've got fire, we should toss the soch through the crack so that we dont need to see that crack anymore.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **peregarrett** on **January 25, 2013, 04:05:55 am**

Relax, dude. Keep smoking, watch the engraving, craft cloth dolls from pieces of that sock and put them on the window... keep calm.

And then go for a walk. Start from noble quarters, then visit armory, treasury, goods store... claim whatever looks nice and what isn't somebody's else.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Lt_Alfred** on **January 25, 2013, 06:58:47 am**

Look through the crack again to see if your neighbor's wife is sleeping.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 25, 2013, 10:47:42 am**

Quote from: peregarrett on January 25, 2013, 04:05:55 am

Relax, dude. Keep smoking, watch the engraving, craft cloth dolls from pieces of that sock and put them on the window... keep calm.

Calm? Oh, we'll show you calm all right. Punch the wall and throw the scarf through the window!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 25, 2013, 02:27:25 pm**

The voices finally seemed to settle for a decision, and hearing how it involved going out hunting for a bar I found it quite agreeable-

But before leaving I was told to leave a parting gift...
After a quick look I could confirm that my neighbour was still sleeping...and not wearing any pants...
[Spoiler](#) (click to show/hide)



I felt a bit guilty after throwing the burning sock in the hole but in the end I guess it couldn't be helped.

After a quick glance on the map I headed north, along the way I noticed quite a few rooms and corridors that weren't marked on the map.
Guess it's a bit outdated a...
!
[Spoiler](#) (click to show/hide)



-Aye dorfy, uve got some'tin in ya beard.

-Uhhm...
After a quick evaluation I deemed him a non-threat, pretty small, kinda old, possibly retarded and didnt seem very suspicious.
I gave him a quick nod and hurried on further ahead.

As the warden's office appeared in front of me I hesitated for a second, after waiting a couple of minutes I decided to sneak past...
Maybe the old dude with guards is the warden? That would...
!

You there! Yea you filthy elflovin piece of shit!
Come over here n I'll cut ya!
[Spoiler](#) (click to show/hide)



Just a few inches away there was a barred room containing three prisoners. The first one was a rough-looking dwarf who continuously spewed out threats and insults. The other was tied up goblin in the back of the cage. And lastly there was something that appeared to an elf of some sort...I'd never seen an elf before...But the crying indicated that I was on the right track.
The elf kept claiming his innocence while the dwarf changed tactic and told me that he wouldnt cut me if I let him out...

I didn't like the situation as I already had troubles up to my ears :-\ Perhaps I should move on before things got too complicated.
On the other hand I might be able to get some valueble information out of them...But what if the warden comes back!?
One of the voices went on a rampage, soon it was attempting to make me get into a fight with the cutter-dwarf who insulted my honor...I should hurry up while I'm still in control...

What should we do? Free them? Fight the dwarf? Keep on moving? Talk?

I really like the way the community interaction resembles his inner turmoil :P
one second he seems quite reasonable and then the next his off smoking socks.
Oh and @Lt_Alfred He didn't have anyone else in there...many peasants don't have time for fun as it's work from dawn til dusk. and I have a feeling I don't wanna know why you asked about "his sleeping wife"... o_o

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 25, 2013, 03:07:14 pm**

Ask the dwarf why he's in there and if the reason isn't good enough or he doesn't offer something good in return for being broken out then fight him and fre the elf. The gobbo could be freed for lulz and a distraction if needed.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 25, 2013, 05:05:42 pm**

Throw the cog at the cutter-dwarf, use whatever cutting device we have to cut off his hair. If the dwarf proves a liar, knap a stone (Like the two we saw near the old guy).Combine with syrup roast for a fake beard and give it to the elf. Knock the elf out, and cut off his ears. He'll thank us later. Take everything that doesn't cover any genitals from the cutter dwarf and the gobbo. Tie the gobbo with the cutter dwarf's shirt and take the rope.

Edit:
You know what? We should make two fake beards and take the goblin with us as a companion. Use the elf's hair if neccecairy. Give him our cloak so he doesn't stand out. As a bonus, we could feed him the elf's ears so that we don't need to hide them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **triato** on **January 25, 2013, 07:02:56 pm**

Priorities people, get the booze first. If we want to make friends with the prisoners we can share some booze with them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 25, 2013, 08:01:19 pm**

Goblin: Deadly enemy of the Fortress
Elf: Possibly a deadly enemy of the Fortress, possibly not
Dwarf: Could be wrongfully imprisoned for violation of production order/export ban, or could have committed serious crimes while tantruming. His threats suggest the latter.

The goblin's tied up, but if we let the dwarf out, we're letting the elf out or vice versa unless we want to fight something that probably has better military skills than us

I vote for moving on, or perhaps moving back and introducing red-pants-dwarf to the trio of prisoners.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tirion** on **January 26, 2013, 02:27:53 am**

I suspect the imprisoned dwarf is a vampire, or a necromancer.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 26, 2013, 07:46:11 am**

Quote from: Tirion on January 26, 2013, 02:27:53 am
I suspect the imprisoned dwarf is a vampire, or a necromancer.

If that's the case, we should accuse him of being a night creature and let him sort it out with his cellmates.

Quote from: Tevish Szat on January 25, 2013, 08:01:19 pm
Goblin: Deadly enemy of the Fortress

Who'll follow us if we have him think of us as the alpha male, right?

Quote from: Tevish Szat on January 25, 2013, 08:01:19 pm
Or perhaps moving back and introducing red-pants-dwarf to the trio of prisoners.

Ooh, cruel. I like it. We should pick up the mushroom on our way back, too. The only problem is, how are we going to get him in without letting the cutterdwarf out?

Edit:
We should knap those two stones we saw on the way here, so we have something sharp to threaten him with.

Edit2:
I can't help but notice that my disguise worked perfectly on mr. red pants.

Edit3:
We could restrain the cutter-dwarf if we get the elf and gobbo to work together to tie him up with the gobbo's rope.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Brewster** on **January 26, 2013, 08:27:59 am**

Dudes a loose cannon; forget him. Goblins and elves can rot too. Request the testosterone-dwarf's gold earring in exchange for his freedom. If he provides, laugh and walk away leaving him there. If he doesn't, advise him that he's in there, and you're out there with access to bolts and other sharp objects.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 26, 2013, 10:21:16 am**

He probably doesn't have any money on him considering he's in jail.

Turn your head slowly to face him with your eyes really wide. Just stare for a couple seconds and don't say anything. Then proceed to pick a booger out of your beard and flick it at his face. Laugh like a maniac and run away. Also, clean your beard on the way to the bar... seriously.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **CaptainLambcake** on **January 26, 2013, 12:16:49 pm**

free them and eat them

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 26, 2013, 01:10:55 pm**

So which category does my suggestion fall into? Must be the voice of reason, right?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 26, 2013, 01:13:35 pm**

Quote from: CaptainLambcake on January 26, 2013, 12:16:49 pm
free them and eat them

There is a thin line that seperates us from elves. Let's have others cross it for us, instead of crossing it ourselves.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 26, 2013, 04:33:02 pm**

A power struggle erupted between the minds within my own, Kill them! Free them! Run away!
But one particular idea managed to overtake the rest, it was a strange and complicated plan involving violence, manipulation and plastic surgery.
I tried to hold back as the prisoners frightened me to no end, but as the weakwilled induvidual that I am I failed all my attempts.
I pulled out the heavy cog-wheel from my back-pack...
Spoiler (click to show/hide)



and threw it with all my might!
But this is were things didn't really go according to plan...
The attack didn't manage to knock him out...and on top of he went berserk o_o
In all the confusion another voice managed to take command and I began running towards my previous objective.
Behind me I could hear him whaling on the other inmates as they screamed in terror...
uhhm....

I reached the spot where the tavern was supposed to be but...there were only some ordinary living quarters.... ???
!
I heard footsteps coming my way!
They must've been alerted by all the commotion down at the prison...
Due to some quick thinking by one of the vioces I managed to hide in a nearby flowerpot.
[Spoiler \(click to show/hide\)](#)



-Aye, Lerak? What's a Not-a-dwarf?
-Hell if I kno' n shuddup will ya.
Phew...
Well, what should I do know?
Neither door seems right and I know I went the right way...fck
Head over to the other brewery(at the dining hall)?
Go back to the prison area and try to fix the situation?
Maybe break into one of the houses to see if they've perhaps hidden a bar in there?

I'm all for fixing up the prison situation. We need to deal with the cutter-dwarf before he kills our gobbo friend. We could find something sharp, or a heavy weapon to kill him with. If we can't find any, we could find something you really want to keep out of a wound. Search the homes.

As a last resort, find some cloth in either of the homes, wrap something moderately heavy in it (the mushroom on our head, maybe?) and light it on fire. Once it's aflame enough, draw the cutter dwarf's attention and throw it at him. Then pray to to whatever dwarven god we have that his hair remains untouched. I don't know if the elf has enough hair for both himself and the gobbo, and I don't fancy getting creative with the cat.

Edit: Maybe the guards will kill him for us? If so, I hope they'll at least leave his head in the prison.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 26, 2013, 05:55:06 pm**

If cutter is berserk, the elf and gobbo are probably done for already, and it's certain the military is headed to that location.

We might take advantage of the distraction to check out the barracks -- quickly -- and maybe get a helm, a pick, or a small weapon to protect ourselves in the future. It would be nice to have more than that scarf between us and a bruised brain.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 26, 2013, 06:19:06 pm**

Quote from: Tevish Szat on January 26, 2013, 05:55:06 pm

If cutter is berserk, the elf and gobbo are probably done for already, and it's certain the military is headed to that location.

All right, yeah. We can't deal with this any better then the military can. But our cell buddies needn't be dead. Observe:

Quote from: slowpokez on January 26, 2013, 04:33:02 pm

Behind me I could hear him **whaling** on the other inmates as they screamed in terror...

He's not using a stabbing device; the dwarf is a liar. But he's obviously used to cutting so he probably doesn't pack too much of a punch. The elf is quick, and the gobbo might have some dodging skill from his military service. Unless the cutter gets lucky twice before the guards reach him, we'll have someone to return to.

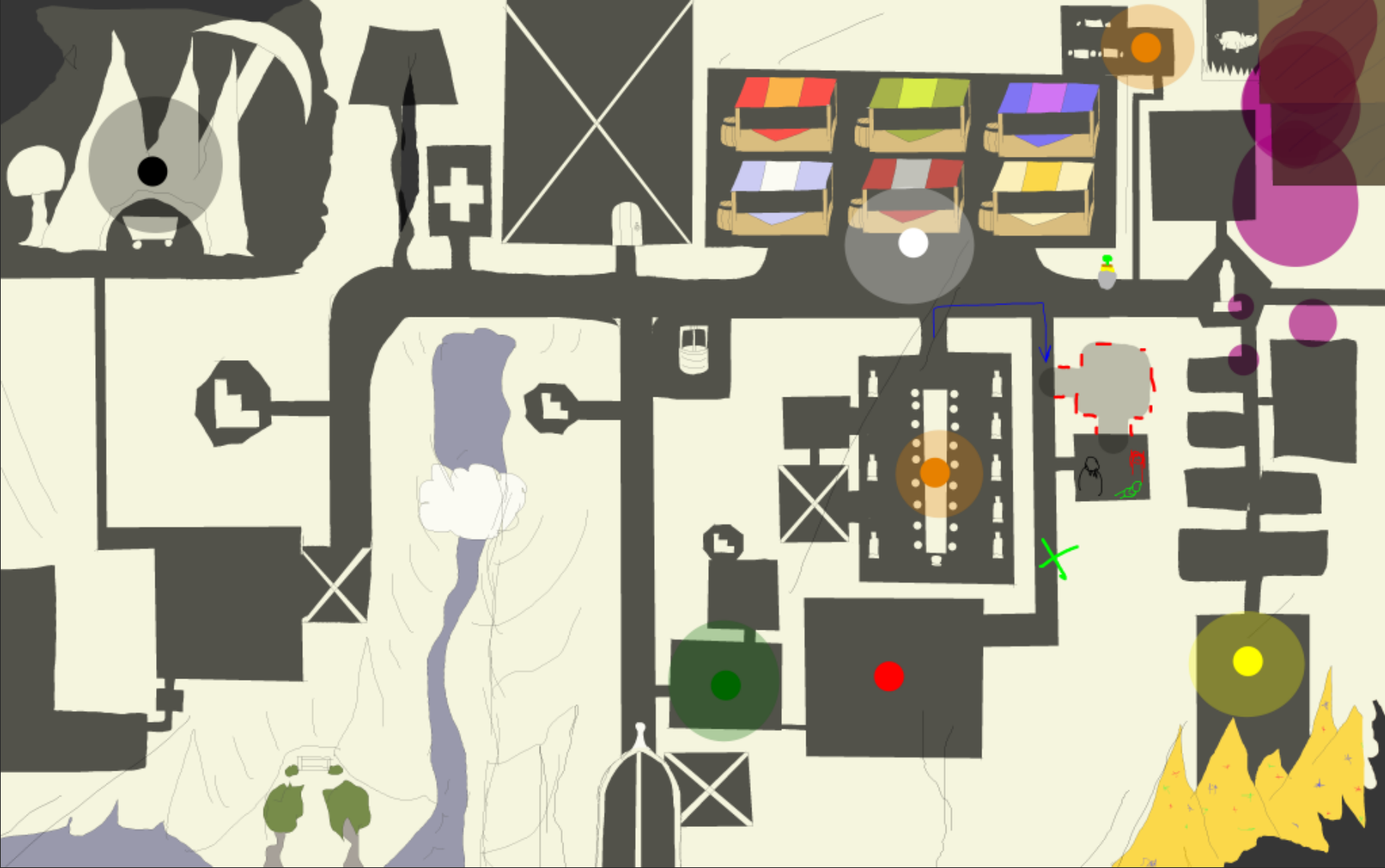
Quote from: Tevish Szat on January 26, 2013, 05:55:06 pm

We might take advantage of the distraction to check out the barracks -- quickly -- and maybe get a helm, a pick, or a small weapon to protect ourselves in the future. It would be nice to have more than that scarf between us and a bruised brain.

Indeed it would. But this fortress probably has a bigger-then-three-dwarf military. Going there now isn't a good idea.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 26, 2013, 06:34:41 pm**

Just to clarify things a bit-
[Spoiler](#) (click to show/hide)



Green x= meeting mr redpants
Room next to prison appears to be the wardens office
Blue arrow=Movement of warden and Co
Flowerpot=Flowerpot

Quote from: AfellowDwarf on January 26, 2013, 06:19:06 pm

Quote from: Tevish Szat on January 26, 2013, 05:55:06 pm

We might take advantage of the distraction to check out the barracks -- quickly -- and maybe get a helm, a pick, or a small weapon to protect ourselves in the future. It would be nice to have more than that scarf between us and a bruised brain.

Indeed it would. But this fortress probably has a bigger-then-three-dwarf military. Going there now isn't a good idea.

Not military but part of the law enforcement initiative.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 26, 2013, 07:05:42 pm**

Quote from: slowpokez on January 26, 2013, 06:34:41 pm

Not military but part of the law enforcement initiative.

Either way, there is a good chance of armed dwarves in the barracks.

Let's first check out the rooms, then the big chamber next to the statue. The guards will probably be finished by then. Maybe we'll come across a stockpile, too. I'd suggest we take the mushroom from the pot, but that'll render the hiding place useless in the future.

Edit:
Maybe we can see if we're able to squeeze through the gap between the walls?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 26, 2013, 09:17:53 pm**

Get into the living quarters and see if there is an updated map of the fort.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 27, 2013, 11:23:42 am**

If there is a window in one of the rooms, we could break it with our pipe, then tie one of the bigger shards to the pipe with our scarf, creating a makeshift spear. Alternatively, we could tie some heavy stone or metalcrafts to it and create a mace.

Edit: Maybe there is a bag in one of the rooms? We could fill the bag with heavy things, wrap it around the pipe and lengthen it by tying it to a piece of a bed(we'd break this off) to create a makeshift warhammer.

Edit2: If there is a wake dwarf in the room, we should tell him we're here to haul something. If there is a non-wake dwarf in the room, alone or with someone who cannot comunicate or give us hurt, we should give him the heaviest object we can find to the skull or the sharpest object to the throat (This would prevent him from screaming if we target the windpipe. Best wait to stab untill he breathes out.).

Edit3: Did one of the guards have a crossbow? If so, we should save some manner of pole. We could use a metal crossbow bolt to create a makeshift pick. A metal toy spear could also be used.

Edit4: We could also break off the pipe's sock entrance and create a blowgun. Maybe we could turn a bed into rough darts?
I should stop now.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 27, 2013, 07:50:22 pm**

After a couple of minutes of hiding I had grown quite fond of the pot and felt no desire to leave. However I was once again pested by the strange voices, telling me to do this and that. Soon I'd left my newfound but cozy home and set of on a new adventure, wonder what new insanities they've got for me today...

Breaking in to someone's house? Now that's taking it too far! Smoking socks and throwing stuff at criminals is one thing but...these are regular dwarfs with normal lives!

Why do I even try? I muttered followed by a nervous sighing... :-\

The door wasn't even locked so breaking in turned out to be a big success. Time to sneak...

I managed to finda pair of old loafers with holes in them...

-Put 'em in your bag.

And so I did.

Next up there was a small sack of chestnuts leaned against the wall...

-Put 'em in your bag.

And so I did.

There didn't appear to be anything else around light enough to carry...except for a dead moth...

-Put 'em in your bag.

What!? Why?

Just do it!

well...ok...

Suddently out of nowhere one of the voices started ranting about ways to turn my pipe into potential weapons.

I tried to calm it down but it didn't work at all, soon we were caught up in a heated argument about wether a pipe would make sort of an adequate weapon or not.

Before I knew it I stood there screaming insults at myself...

In someone else's house...

Which I was in the process of robbing...

!

Suddently I hear someone faintly calling from the next room-

Spoiler (click to show/hide)



-Are you trying...trying to rob us?
-Uhhm...
Alright....uhhm...gotta think quick...

Perhaps I should say that I was just looking for the brewery and ended up in here by mistake...

or ask her if she has an updated map of the fort...
but what if she's a snitch! Then we have to dispatch of her while we still hold the element of surprise!
or...anything really.

So what do we say?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 27, 2013, 08:00:40 pm**

I'm hiding from some crazy dwarf who tried rubbing boogers and blood into my beard. Now I'm looking for a disguise or a weapon to defend myself.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 27, 2013, 08:03:16 pm**

I'm here to haul a plump helmet spawn Is this even the right place?
If yes,
Take the spawn and thank her for her time, then leave.

If not,
Ask if she has a spare map we could borrow, so we don't get lost again. Offer some coins if she turns out to be greedy.

We shouldn't make an attempt at her life. We won't be able to kill her before she screams.

Quote from: gman8181 on January 27, 2013, 08:00:40 pm
I'm hiding from some crazy dwarf who tried rubbing boogers and blood into my beard. Now I'm looking for a disguise or a weapon to defend myself.

What would keep her from calling the guards in this scenario?

Edit:
Quote from: slowpokez on January 27, 2013, 07:50:22 pm
Breaking in to someone's house? Now that's taking it too far! Smoking socks and throwing stuff at criminals is one thing but...these are regular dwarfs with normal lives!

So was the asscrack dwarf. Don't tell me you didn't *enjoy* the idea of him burning.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 27, 2013, 08:19:03 pm**

I'm all for the "Got lost" excuse. this out-of-date map isn't just slightly impaired, it's downright dangerous, and at least getting a few important changes to the fortress marked on it would be nice for us. If we were caught rifling through things, we can claim we were looking for a newer map to reference.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **anthony62490** on **January 27, 2013, 10:18:03 pm**

Got lost.
This room looks an awful lot like our own room.
Sorry for the intrusion.
Do you have a spare map?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 27, 2013, 10:55:45 pm**

I just noticed something. Take a look at the facts:

She's sitting at a wooden table, on a wooden chair. Her cabinet is made out of wood, as is her picture frame and candle holder. This room couldn't be less dwarfish if it tried.

Her haircut conveniently hides her ears, and according to our map this room shouldn't be here in the first place. We also found a sack of chestnuts. These are fruits from abovegrounds.

This woman.. She's an elven spy.

Tell her we know she's an elf, and that no-one needs to know if she coöperates.

Edit: Maybe we could recruit her into some sort of resistance movement. But let's check out her intentions first.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 28, 2013, 12:12:22 am**

Of course, elves abhor dwarf-made wooden products. The wooden furniture might be the product of a fortress deliberately thumbing its nose at the elves... at which point accusing her of being an elf would be a problem.

At the very least, we need to wait until we get a clear glance at those ears.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 28, 2013, 12:16:35 am**

Excuse yourself and claim the map you had brought you to a small storeroom. If she offers a better map or can point out what is where on your map then perfect. Don't kill her unless you wish to have dwarven justice brought about on your beard.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 28, 2013, 12:20:05 am**

Quote from: Tevish Szat on January 28, 2013, 12:12:22 am
Of course, elves abhor dwarf-made wooden products. The wooden furniture might be the product of a fortress deliberately thumbing its nose at the elves... at which point accusing her of being an elf would be a problem.

There is no telling that these products were dwarf-made. She might have made them herself or smuggled them. They might have been lying in a depot somewhere as spoils of elf-dwarf warfare. And stick it-to-the-elves furniture in private dwarven homes, but not in the elf populated prison or at the elf-viewed fort entrance? Come on.

Quote from: Tevish Szat on January 28, 2013, 12:12:22 am
At the very least, we need to wait until we get a clear glance at those ears.

If she is a spy, she won't let us get a clear glance. We need to take innitiative.

Edit: Heck, she might even have had them(or maybe just the pointy parts) cut off and eaten. Oldest trick in the book.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 28, 2013, 12:33:33 am**

Quote from: AfellowDwarf on January 28, 2013, 12:20:05 am

There is no telling that these products were dwarf-made. She might have made them herself or smuggled them. They might have been lying in a depot somewhere as spoils of elf-dwarf warfare. And stick it-to-the-elves furniture in private dwarven homes, but not in the elf populated prison or at the elf-viewed fort entrance? Come on.

You make about a hundred pieces of wood furniature because you've deforested the whole map, haul them all to the depot come spring, and sit atop a mountain of fine wood products as you toss the elves a couple mechanisms for all their sunberry seeds, sunberries, sunshine, and rare and dangerous animals, mocking them while giving no recourse but to hand over their best products for a few stone scraps they can't even use without good mechanics.

And when that's done? Well you can't offend them the same way next year, as that would be tacky (Maybe you throw their ambassador in jail with a goblin and dwarven criminal who's two inches from cracking, or trade them junk coated in some awful FB's dust if they unload on a tuesday), and you can't throw it into the wood furnace for whatever reason to do clear glass, so it all gets marked down and picked up by dwarves who can't afford proper stone furniture.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 28, 2013, 12:40:26 am**

That does not explain why they made wooden furniture in the first place. If they didn't turn it into furniture, they could just put the wood in the furnace and have a nice pile of practical charcoal. Besides, does that table look finely crafted to you? It's clearly some shoddily made elven table, hugged into a peverted shape resembling one, not a piece of dwarven craftsmanship.

Edit: If the dwarves really wanted furniture from their wood, they could've just made spare beds just in case some genius decided to lit them on fire. Heck, the subpar quality of our bed does nothing good against the claim that a big portion of our fortress' wooden furniture is elven.

Edit2: She might also be a short human. Humans don't have much trouble with woodcraftsdwarship, nor wooden furniture.

Edit3: If we did kill her, we could make fake beards out of her hair and candlewax, then have the two sentivores from the prison dispose of the evidence. We'd need to find a coffin, however, and we'd be in big trouble if both prisoners were dead.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Kaos** on **January 29, 2013, 10:23:16 pm**

why are we still hiding and being all sneaky? we're a dwarf we are on a dwarf fort, can't we just look for a job to do or something?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **triato** on **January 30, 2013, 12:12:59 am**

Becouse it looks like a labor camp.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 08:05:26 am**

Indeed. Dwarves are being packed together in small rooms and have to work in slave-like conditions. Heck, the corrupt goverment is one step from killing its citizens for fun. If you don't like that, or the extreme fire hazard that comes with those rooms, you can go to prison where the other dwarves are free to throw stones at you untill you die. We should start a resistance movement, and recruit this elf.

Edit: Apart from the two prisoners and this elf, we could also recruit mr. red pants if we manage to tie and gag him. If we're lucky, the goblin knows how to do that properly.(as well as getting him to work for us) We'll first need to see if our bag is big enough to fit a dwarf in, though.

Edit2: The best place to put our base of operations would be near the well's water source. We can set up a restroom there.

Edit3: I may have looked at the wrong details. The wood might actually be a decoy; the dwarf in the picture does not exactly look healthy, and there are a lot of books on that shelf. This woman could be a necromancer. If she turns out to be a dwarf, we should question her about that dwarf on the picture. If she fails to answer adequately, we should rush towards the book shelf to find the secrets of life and death before she raises the latter.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 30, 2013, 04:32:24 pm**

-Uhmm.....no...
-I was.....looking for a...uhhm brewery....

-Oh...

akward silence commences

-So... I guess this aint the brewery eh?

-No...
-you're probably lookin' for the Brewstery out back...

-Probably...
-Uhhm by the way...You've got a map I could borrow?

-A what?

-Map. Of the fort.

-So you're a migrant...but then you couldve just talked to the people in charge right?

-Uhhm...

-I think you should leave now.
You're lucky my husband aint home.

-Oh, uhhm...thank you...

-Just go through the back door, but if I ever see your dirty face here again I'm calling the guards!

I hurried through the door at the back of the house.
[Spoiler](#) (click to show/hide)



I ended up in some sort of courtyard surrounded by walls on all sides, mostly the backs of people's residents. The place was well lit with little round lamps here and there luminating the scene with a warm glow. There was a large sign that said-

the Brewstery

If you die from alcohol poisoning you'll get a discount

The warm air was heavy with the scent of the sweetest dwarven rum, the filling aroma of old bitter ale and maybe a hint of vomit. Old memories of the dwarfs natural state of intoxication filled my body, mind and soul. I could feel my desires even in the tips of my toes. Before I knew it I was halfrunning towards the light and the sign.

Upon entering the area atleast half a dozen heads turned my way, expressions ranged from indifferece or confusion to genuine joy.
[Spoiler](#) (click to show/hide)



The fat dwarf behind the bar suddenly emerges into a jolly laughter followed by a blunt invite.
-Aye! Ye snot-bearded bastard! Get ove'ere n grab yaself a beer for fcks sake! Can't have dorfs standin' round bein' sober up in'ere!
-Can't seey I've seen ya face round these parts befou' matey, you some sort-o migrant o-what?
...
-Well, guess you be one of 'em shy bastards then. Here let me introduce ya ey!
-Everyone! This is ma' new buddy Snotbeard!
-And me I'd be the one n only Brewster he'self! Legendary drunk, proficient womanizer, famous for wrestlin' wild animals and last but not least proud owner of the last bastion of hope in this god-forsaken hole.

Suddenly the tiny dwarf who were sitting upon another dorfs shoulder spoke up with a squeaky voice.
-Womanizer! pfff... You got as much charm as a goat dipped in heated oil and arguably less charisma! And I feel obligated towards your

guest here to shine some light on the whole "wrestling situation", by famous he primarely refers to himself and by "wild animals" he means one pig. Yes, a single one!

-Shaddup Onil! You midget-bastard! You slugfaced piece of shit! Lover of elves and donkeys!You...!
Oh sorry, this is Onil the short-
-the bright*
-as i was sayin' he is so small that he always have this clump of dorf with 'im at all times, guess his tiny little legs can't keep up, hehe.
-Clump of dorfs name is Okod, people think he be a mute but he's accually just really slow.

-This guy ove'ere go b'the name-o Razor! Used to be a pirate but now his a fish-dissector or some-tin stupid like dat.
he slowly nods

- And the three ladies ove-there at the table be Esmar, Lora 'n Norede. Esmar's the one with the green shirt, she got a feisty temprament 'n a stabbing arm to match. She's accually not too bad if ya catch her on her good side tho. The one with the stupid grin on her face is Lora, she's a bit crazy but I've heard that she's an excellent mechanic. Last one's Norede, ex-military, kinda depressed and probably quite dangerous.

-Here's your beer b'the-way, first one's on the house ey! hehe. Tell me if ya want anotherone. Another ale'll be 3 bucks, 5 for a bit o rum and sometin' more exotic'll cost ya.

I sat there mesmerized by the dark golden liquid in my cup, the lights aroud me disappeared and only the light reflecting from the drinks surface remained. Soon the voices and the laughs started melting together into some sort of backround noise where no words were distinguishable from eachother. Even the voices in my head went silent, don't know if they did it out of respect for the moment or if I blocked them out like everything else...
I slowly lifted the cup, hands shaking from anticipation, as the liquid poured over my lips there was a few moments of sheer extacy. I had never felt so alive in as long as I could remember, it took a lot of willpower to force myself back into reality.

-Dorf at the back of the table is Merud, been drinking all night so dat he'd get the courage to talk wit'em dwarfettes. People wouldn't believe I'd ever say this but I think he drank a tad too much, hehe.

-Well, what's your story matey? Can't just be me talkin' all day, ey.

First of what story will you tell him?
The truth? Make one up? Say nothing?

And what should you do next?
Order in some more drinks and keep asking 'bout the fort? Or maybe go out lookin' for some ladies? A pirate...what's that 'bout? Perhaps ask 'bout the shady lookin' guy at the back?

-Bag-
~~Solid rock cogwheel~~
Rottening syrup roast
Map of Blackgate
~~A spare sock~~
The scarf
A handful Rowanberries
My traveling coat and an empty pipe.
20 copper coins and a diorite earring that the gobbos had missed
A pair of loafers with holes in them
A sack of chestnuts
moths

Also-The poll-feedback has me a bit confused...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 05:05:01 pm**

We should start our story at the most boring moment in our life. Remember the time we chewed that straw on our bed? Explain every last movement me made, the taste and texture of the straw, our dilemma on weither to get up now or a little later, every creak the bed makes etc. Once they are beginning to bore, we should change the subject to something else and they won't mind.

We should ask the dwarves with professions about those, maybe we'll learn something. We should stick with our friend the brewer for a while, but after that we could chat up with the mechanic. We're both gifted in not linear thinking, so we can relate to one another. Mechanics is an easy skill to practice, too. Once we get her to explain about her job, we should act fascinated.

Also: Dear amok! What is all this wood doing here? Is this fort run by an elf or something? We should mention that our fort had far more stone furniture then theirs when we bored them, and ask if there is a particulair reason for it. Edit:The bar seems to be wood decorated with iron. Oh, the horror.

We should ask the short guy about the politcal situation if we don't get to hear any, he's far more likely to give us the pessimistic stuff.

If we want to chat up with the scary man in the back for some reason, we should smoke a few chestnuts to blend in with him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 30, 2013, 05:13:53 pm**

@AfellowDwarf
Gettin real tired of your stupid elf-conspiracies! >:(
Do you know how boring it is to draw stone furniture on stone floors infront of stone walls in a stone room filled with stone statues where even the fckn tools are made from stone!? :'(
And wouldn't you say that fungus wood is kinda dwarven? :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 05:16:37 pm**

Quote from: slowpokez on January 30, 2013, 05:13:53 pm

@AfellowDwarf
Gettin real tired of your stupid elf-conspiracies! >:(

All right. But I'll keep my eyes on those ears if it's all the same to you. ;)
*cough*_Elf*cough*

Edit: On a serious note, I'll stop talking about elf conspiracies now unless we see actual elves conspiring. Keep up the good work.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 30, 2013, 05:28:44 pm**

Analysis of the scene: We've been introduced to everyone but the Pipe Smoking Dwarf.

I say we tell a... colored version of our history. Clearly, we're the only survivor of our old fort, and that's a story worth telling. Gloss over the fact we survived by locking the door and hiding: luck (getting trapped until the fighting was basically over) is acceptable, introducing ourself with bald-faced cowardice (however justified) is not.

The really interesting part is that the Barman called this place the "Last bastion of hope" -- from what we've seen, we *have* moved into something of a dystopia, but we don't really know the extent. If this lot is something of an underground, we want in.

But, of course, one can't be blatant about that. Ask about the political climate FIRST, then if anyone is doing anything about it.

As long as the Pipe Smoking Dwarf isn't an informant of some sort, we'll be fine. And if he is, there probably won't be trouble unless an underground member speaks up right here and now.

Our best conversations will be with the barman and MasterBlaster (Onil and Okod), or the Dwarfettes, particularly the two non-depressed ones.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 05:35:43 pm**

Quote from: Tevish Szat on January 30, 2013, 05:28:44 pm
As long as the Pipe Smoking Dwarf isn't an informant of some sort, we'll be fine. And if he is, there probably won't be trouble unless an underground member speaks up right here and now.

If he speaks up, and manages to get away that is. If he does, we can always gather some dimble cups, blood or other colorfull substances and die our hair. We won't have any trouble hiding our identity ourselves; we simply pick the snot out of our beard.

Edit:
Quote from: Tevish Szat on January 30, 2013, 05:28:44 pm
I say we tell a... colored version of our history. Clearly, we're the only survivor of our old fort, and that's a story worth telling.
Won't that reveal that we're migrants? I mean, we need to stay out of slave labour.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 30, 2013, 05:39:50 pm**

Yeah we could tell him a little of our actual history but leave out the part about hiding. Maybe say we were knocked unconscious and then passed by because the goblins thought we were dead.

No money for more drinks, we might need a job or some source of income soon.

Lady in the room, we'll be back for your head soon enough. Teach her a lesson about respect.

Also yes, clean the beard.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 05:43:41 pm**

Quote from: gman8181 on January 30, 2013, 05:39:50 pm
No money for more drinks, we might need a job or some source of income soon.

Let's stay out of the military and the slave-labor. Maybe we could become an apprentice to the brewer or the mechanic, or perhaps there is a job shortage somewhere.

Quote from: gman8181 on January 30, 2013, 05:39:50 pm
Lady in the room, we'll be back for your head soon enough. Teach her a lesson about respect.

Agreed.

Quote from: gman8181 on January 30, 2013, 05:39:50 pm
Also yes, clean the beard.

What? Now? We have no intrest in revealing our secret identity to these people at the moment.

Edit:
Looking at the item list and nitpicking, didn't the chestnuts come in a seperate bag?

Edit2: If we're in a particularly malicious mood, we could taunt the ex-military dwarf into a tantrum or beserk and run for it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 30, 2013, 06:05:51 pm**

Having boogers in your beard does not constitute a disguise, it only makes you look stupid. Please for the sake of self respect and some sense of dignity, clean the beard.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 06:08:05 pm**

Quote from: gman8181 on January 30, 2013, 06:05:51 pm
Please for the sake of self respect and some sense of dignity, clean the beard.

Like that's more important then an unique look. But if we do clean our beard, we should put the boogers in bag in case we need them later. And are you sure we should groom ourselves in public? We might come off as a dwarf obsessed with their looks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **January 30, 2013, 06:08:40 pm**

Quote from: AfellowDwarf on January 30, 2013, 05:35:43 pm
Quote from: Tevish Szat on January 30, 2013, 05:28:44 pm
As long as the Pipe Smoking Dwarf isn't an informant of some sort, we'll be fine. And if he is, there probably won't be trouble unless an underground member speaks up right here and now.
If he speaks up, and manages to get away that is. If he does, we can always gather some dimble cups, blood or other colorfull substances and die our hair. We won't have any trouble hiding our identity ourselves; we simply pick the snot out of our beard.
Edit:
Quote from: Tevish Szat on January 30, 2013, 05:28:44 pm
I say we tell a... colored version of our history. Clearly, we're the only survivor of our old fort, and that's a story worth telling.
Won't that reveal that we're migrants? I mean, we need to stay out of slave labour.

The woman we almost robbed deduced we were a migrant, and seemed to consider being found by the authorities to be a non-issue. I don't like it, but at least 'round these parts, being a known migrant is more likely to help us than hurt us: individuals will assume we're

faction-undecided, should factions exist.

Plus, the way the barman introduced us, all we need to do is clean our beard to be 'disguised' -- which we should get around to doing sooner rather than later anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 06:13:37 pm**

Quote from: Tevish Szat on January 30, 2013, 06:08:40 pm
The woman we almost robbed deduced we were a migrant, and seemed to consider being found by the authorities to be a non-issue. I don't like it, but at least 'round these parts, being a known migrant is more likely to help us than hurt us: individuals will assume we're faction-undecided, should factions exist.

Good point. We really need to join or form the dwarf underground.

Quote from: Tevish Szat on January 30, 2013, 06:08:40 pm
Plus, the way the barman introduced us, all we need to do is clean our beard to be 'disguised'

I agree wholeheartedly.

Edit:
If we need another disguise, we can put the chestnuts in our beard and tell people we're nutbeard; snotbeard is our evil twin.(or vice versa)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **xominxac** on **January 30, 2013, 06:42:02 pm**

Tell the truth or as close to it as you can get without seeming like a coward and for goodness sake clean that beard!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **gman8181** on **January 30, 2013, 06:52:01 pm**

Quote from: AfellowDwarf on January 30, 2013, 06:08:05 pm
Quote from: gman8181 on January 30, 2013, 06:05:51 pm
Please for the sake of self respect and some sense of dignity, clean the beard.
Like that's more important then an unique look. But if we do clean our beard, we should put the boogers in bag in case we need them later. And are you sure we should groom ourselves in public? We might come off as a dwarf obsessed with their looks.

If I had snot dripping down my face I would remove it, not feel concerned over whether removing it would make others consider me to be obsessed with my appearances.

I'm all for a unique look; I was the one who suggested we grab the scarf and wear it around our face and sneak around like a ninja. I just don't want our unique image to be "snotbeard."

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 07:02:11 pm**

Quote from: gman8181 on January 30, 2013, 06:52:01 pm
If I had snot dripping down my face I would remove it, not feel concerned over whether removing it would make others consider me to be obsessed with my appearances.

Perhaps, but this is not dripping snot, merely dry chunks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 30, 2013, 07:57:39 pm**

I set up a new poll but I might not be able to make an update as I'll be moving. (Finally moving out of my ex-gfs apartment :D)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 08:00:06 pm**

Don't worry, we'll be able to make it without our fill. Hey, how about we find someone on the street and pretend we're the voices in his head?

Also, you made option 6- 5 rather tempting.

(Not that I really mind, but I adviced against meeting with the shady character. I just thought it'd be wise to smoke if we did.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **slowpokez** on **January 30, 2013, 08:05:04 pm**

Quote from: AfellowDwarf on January 30, 2013, 08:00:06 pm
Don't worry, we'll be able to make it without our fill. Hey, how about we find someone on the street and pretend we're the voices in his head?
Also, you made option 6 rather tempting.
(Not that I really mind, but I adviced against meeting with the shady character. I just thought it'd be wise to smoke if we did.)

Fixd
also...there are only 5 options o_____O

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **January 30, 2013, 08:07:43 pm**

Quote from: slowpokez on January 30, 2013, 08:05:04 pm
also...there are only 5 options o_____O

Whoops. Fixed that, then.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Kaos** on **January 30, 2013, 10:18:03 pm**

We should take advantage that the conversation is about introductions and ask about the remaining dwarf in the back.
use the snortdorf thing as an excuse to get to the bathroom well-room and clean the beard, while there overhear the converstions outside
Then ask about the last bastion of hope thing.
continue with our story omitting the coward part and colouring it just a little bit, make sure not to say something stupid we might end up finding another survivor who would dismiss our story if it's too fantastic, maybe just saying "my fort was overrun by goblins, I was lucky to get trapped during the confusion and the goblins couldn't find me" then talk about your adventures on the wilderness.
Maybe buying a round of ale for everybody will help us getting into their good side, and make our adventures more believable.

Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-
Post by: AfellowDwarf on January 31, 2013, 09:57:13 am

Quote from: Kaos on January 30, 2013, 10:18:03 pm
Maybe buying a round of ale for everybody will help us getting into their good side, and make our adventures more believable.

Perhaps, but at the 3 coins per ale rate, we've got enough money to ale six dwarves. If you don't count the shady man and the alchoholically incapacitated, there's still seven men in the room.(Hmm, maybe if we count the short guy as half, but I don't know if he'd appreciate it.)

Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-
Post by: Kaos on January 31, 2013, 11:24:09 pm

Quote from: AfellowDwarf on January 31, 2013, 09:57:13 am
Quote from: Kaos on January 30, 2013, 10:18:03 pm
Maybe buying a round of ale for everybody will help us getting into their good side, and make our adventures more believable.
Perhaps, but at the 3 coins per ale rate, we've got enough money to ale six dwarves. If you don't count the shady man and the alchoholically incapacitated, there's still seven men in the room.(Hmm, maybe if we count the short guy as half, but I don't know if he'd appreciate it.)

stupid maths always ruining my schemes!

By the way was I the only one who thought about Samurai X and Cowboy Beebop when seeing the canteen image?

Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-
Post by: AfellowDwarf on February 01, 2013, 09:25:54 am

Quote from: Kaos on January 31, 2013, 11:24:09 pm
stupid maths always ruining my schemes!

I feel your pain.

Edit:
You know, we could pray that the brewster will make us work off our debt by brewing. But there is an equal chance we'll be thrown in prison with two angry sentivores, and possibly a dwarf that begrudges us.

Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-
Post by: slowpokez on February 01, 2013, 12:28:48 pm

Quote from: Kaos on January 31, 2013, 11:24:09 pm
By the way was I the only one who thought about Samurai X and Cowboy Beebop when seeing the canteen image?

What's a canteen? ???
What's Samurai x? ???
I like the music from Cowboy Bebop but I've never watched the show... :-\

Well, finally done moving...phew.

Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-
Post by: slowpokez on February 01, 2013, 05:42:20 pm

I began telling the story of how the outpost Rocklod met its demise, about how I was trapped during the invasion and about how the goblins already had left when I finally managed to dig my way out.
At this point Brewster had already gone through half a barrel of ale and began pouring his third mug of rum.
I countinued with attempting to describe the hardships I had experienced during my many days of traveling, Brewster claimed that it was a 2 week trip for a full expedition with packanimals and seemed supriised that I managed the enitire trip on my own. As I got to the part about Blackgate I attempted to withheld some of the information that could some how compromise my current situation.
Brewster seemed to have read my intentions quite accuratly and began talking about the fort while repeadatly spilling his drinks on me.
[Spoiler](#) (click to show/hide)



- Aye, that be the warden ya shaw for shure. Ya now that Shilwerdrop ish quite a shucceshful fort arrright? Here ya could make a fortune in a week...if ure the right dorf that ish. The richer thish plashe got the more migrantsh came here lookin' for a better life, and shoon there wash too many of em' buggersh. At firsh the nobelsh wanted to do like them shouthern dorfsh, jusht shticking all the migrantsh in a hole with goblinsh and wolvesh and all kinda horrible shtuff. The intershting part 'bout the way 'em shouthern dorfsh do thingsh ish that

only one of 'em ish allowed to leave, so letsh say theyve killed all the bad shuff then they gotta kill eachother eh.

* Brewster misses his mouth and pours a mug of ale into his beard*

-Well...then there wash thish other guy who had a better idea, letsh not washte any good dorfsh who can work! or somethin' he shaid. Hish plan wash to have the migrantsh work for free and givin' them a room and a bit-o food in return, in the end he managed to convinshe the othersh. But his plan washnt perfect...pretty shoon some migranth got mad and started a riot. The guy wash killed in the riot...but thish is where shstuff got bad...before anyone coud react the warden had taken over the whole operathion. Shome even claim he shstarted the riot. With the fortsh garde behind him and a noble title he was untouchable, what more ish that he abushed hish military powersh to forbid the dorfsh under his rule from leavin'.

To add effect to the last statement Brewster slams the table with his halffull mug, filling the air around us with hundreds of tiny ale-drops.

Realizing his mistake Brewster throws me a handkerchief that that look like it might've been chewed on by a dog or something. He throws it quite poorly and misses by multiple urists.

As I pick it up from the floor I realize that I've been presented with a golden opportunity to clean my beard, as I manage to scrape off the last piece I quickly shoot a quick stare in Brewster's direction. Seems like he didn't notice.

He also appears to have lost all interest in the story as he is now putting together a complicated drink with as much precision as a miner tunneling under magma, many of the bottles contained liquids which I couldn't even identify. One second he is pouring in some milkwhite spirit surrounded by the air of a crisp wintermorning and then the next he's putting a deep brown rum ablaze. While we had been talking it seemed like some people had left the brewery, Onil & Okod were nowhere to be found aswell as Merud ad Lora. Razor had sunken deep into his ale and it was hard to tell if he was sleeping or not. Must be getting late...

I felt tempted to go for another drink but as my funds are quite limited to say the least perhaps I should head back home instead?

Sooooo...

Do we go for another round of drinks, keep on asking people about stuff, go back to the room or head to some other part of the fort?

Oh and I forgot to say this earlier but Tevish you're fckn brilliant, your analyses are almost always spot on. Either my storytelling is very predictable or you've got some skill. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **AfellowDwarf** on **February 01, 2013, 07:07:00 pm**

So, brewster is busy, razor has drunk himself into submission and Onil, Okod, Merud and Lora have left. This leaves the shady character, Esmar and Norede. I don't think getting a job from the shady character will be any good. Maybe we should talk with Norede? Being friends with someone of military skill might come in handy.

If we decide to go to our room, we should check the prison on our way there.

Edit:
Did we gather the snot in our bag already?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**
Post by: **Tevish Szat** on **February 01, 2013, 07:17:19 pm**

Heh... Thank you, I consider that a high compliment. Fiction-based precognition (Plotcognition?) comes from years of consuming genre media, years of writing, and years as a dungeon master (which is sort of like writing) resulting in having an instinct for how a story goes together. I'm *pretty* good at picking out twists and turns in most media by now, but not perfect, especially on details rather than broad strokes.

Also, it's sometimes harder to predict bad works than good ones. A bad work might be formulaic, but also probably doesn't set up or foreshadow what twists it does have, leaving me without the tools of my divination.

~~~

Left in the brewstery, we've got Brewster himself, the depressed ex-military dwarfette Norede (Ex military? Means to me she's not on board with the current ruling junta, or she'd be off duty military at worst), the feisty dwarfette Esmar (Assuming we can, as Brewster suggested, catch her on her good side, she's likely to be part of any underground activity if any of the patrons are), Razor (Asleep or nearly so, though) and... Pipe-smoking dwarf? No mention was made of him having left the scene, but we don't have his name so he might not be tracked.

We've got 20 coins and no perceivable way to earn more... but the cheap drinks are only three coins (assuming Brewster will take the foreign money at that value), and we've got more prospects here than back at the room we claimed. The fire we set, then fled, might have alerted the authorities to the fact that the room's been used more recently than our map was made, so going back there may get us caught.

I suggest we have another drink, and maybe buy one for each of the two remaining dwarfettes, which happen to be the remaining sociable, conscious patrons as well, before chatting with them. (If we do that, we'll be down 9 coins instead of 3, but possibly cheer up Norede a little and start out on Esmar's good side). If Pipe-smoking Dwarf is still here, we might want to have our own pipe visible (say, on the table) while we chat with the remaining conscious patrons. We may not have anything to smoke, but we can still send a signal.

Best case scenario, one or both of the Dwarfettes or a present Pipe-smoking Dwarf knows something about opposition to the junta and is willing to help us by giving us a place to hide/sleep and maybe some sort of working arrangement. Worst-case scenario, Pipe-smoking Dwarf is gone because he was an informant for the Warden, and he's ratting us out. In which case we ABSOLUTLEY want the remaining patrons on our side so one or more of them can stick up for us and, as a fortress resident, inform any guards that we're a friend/relative/other known entity.

As a side note, the earring we've got is worth at least 10☼ if it's no-quality junk, or up to 120☼ if it's secretly a masterpiece. Probably safe to assume the former, but no matter the price, getting it converted to local money might be good, as our *foreign* copper coins would be a dead tell should we need to engage in economic activity somewhere less friendly than the Brewstery. It also means that if Brewster doesn't care for the foreign copper, we have enough (indivisible, I might add) value to barter for three drinks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 01, 2013, 08:39:12 pm**

Quote from: slowpokez on February 01, 2013, 12:28:48 pm

Quote from: Kaos on January 31, 2013, 11:24:09 pm

By the way was I the only one who thought about Samurai X and Cowboy Beebop when seeing the canteen image?

What's a canteen? ???

A bar, a pub, the brewery... the dwarfette engineer reminded of me Edward (not the metro-homo-gay-sparkly vampire) from Cowboy Beebop:

Spoiler (click to show/hide)



which in turn reminded me of the whole setting of space pubs, which got me thinking about the Hyperion's Canteen from Starcraft II ([http://www.giantbomb.com/hyperion/93-4109/all-images/52-461140/pt0709\\_05/51-1431090/](http://www.giantbomb.com/hyperion/93-4109/all-images/52-461140/pt0709_05/51-1431090/)), hence the use of the word canteen. :P

Quote

What's Samurai x? ???

It's an anime about samurais ([http://en.wikipedia.org/wiki/Rurouni\\_Kenshin](http://en.wikipedia.org/wiki/Rurouni_Kenshin)), the fisherdwarf ~~for some reason~~ (it was the pointy hat and the scar across one eye) reminded me of the imagery from that series (<http://www.youtube.com/watch?v=gZTNsfyQKqQ>).

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 01, 2013, 08:46:27 pm**

Quote from: Tevish Szat on February 01, 2013, 07:17:19 pm

Heh... Thank you, I consider that a high compliment. Fiction-based precognition (Plotcognition?) comes from years of consuming genre media, years of writing, and years as a dungeon master (which is sort of like writing) resulting in having an instinct for how a story goes together. I'm *pretty* good at picking out twists and turns in most media by now, but not perfect, especially on details rather than broad strokes.

Also, it's sometimes harder to predict bad works than good ones. A bad work might be formulaic, but also probably doesn't set up or foreshadow what twists it does have, leaving me without the tools of my divination.

You should try your powers by watching Evangelion :D

Quote from: Tevish Szat on February 01, 2013, 07:17:19 pm

I suggest we have another drink, and maybe buy one for each of the two remaining dwarfettes, which happen to be the remaining sociable, conscious patrons as well, before chatting with them.

So we buy the dwarfettes a drink in a bar, then we get arrested for soliciting! :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 02, 2013, 06:48:43 am**

Quote from: Tevish Szat on February 01, 2013, 07:17:19 pm

We may not have anything to smoke, but we can still send a signal.

We've got chestnuts and a chewed-on handkerchief. Add that bit of food that Norede wasted from the ground and we've got more then enough to smoke.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 02, 2013, 07:51:28 pm**

The voices seem to concur with me on the subject of getting a hold of some more drinks, more precisely buying a round for the remaining dwarves over at the table. Brewster breaks into a big grin as I make the order but while he is off filling up the mugs one of the voices worries about our currency's value. However the payment works just fine except for Brewster managing to drop all of the coins in overly dramatic fashion.

I walk over to one of the vacant chairs at the table but as I sit down Esmar stands up and says-

- Ehy Snotbeard, nice to meet-cha but sadly we're leaving right 'bout now. (her voice was quite "raspy")
  - Uhhh...hey...why are you leaving? (that wasn't very smooth...)
  - Huh? Oh yea, that'd be 'cause I'm all outta coins heh. (seems like we're all poor 'round here...)
  - Cmon let me buy you guys a couple of beers then. (either that or I'll have to hang out with the wierd guy at the back.)
  - Can't say no if you're gonna be like that heh, right Nor? (phew...)
  - Pfff if you say so. I'll get going soon though. (She leaned back and crossed her arms without looking my way)
- \*I take a chug from my beer and before I know it I'm starting to feel strangly relaxed, guess I've been sober for too long.
- Soooo Snotbeard have'nt seen you 'round 'ere before, new to the pub or the fort?
- Both I guess...
- Don't really recognize that many people 'round here heh, travel a lot you see.
- Liason?
- Nah, nothin' as boring as that heh, some call me a thief, others a mercenary but I like to call myself an adventurer.
- Sounds kinda dangerous...

Spoiler (click to show/hide)





The discussion went on for quite some time and I managed to salvage some interesting pieces of information.

The military seems to be split up into three major groups, the military commanded by the nobles, the garde and the peasant militia both commanded by the warden. However the wardens rule is overridden by the noble with the title of militia commander during the event of full scale war.

There seemed to be a split amongst the non-military dwarves aswell, Esmar simply explained it as three groups-the nobles, the guild members and the migrants. The rules applying to the different groups were worlds apart, the nobles were completly freed from any physical work and got payed through taxes while the migrants worked for no pay at all. For every kind of labor there was also a guild- a stoneworkers guild, a farmers guild,a woodworkers guild and so forth. However to join either a guild or the actual army one had to be accepted by the guildmaster, this was apparently quite a challange and it wasn't rare that migrants tried to befriend or even marry guildmembers to get accepted. Furthermore she explained that most of the people that ended up down at the Brewstery either- did not like the society, wasnt part of the society or had trouble fitting in generally.

Esmer is just staying at the fort for a couple of weeks before she'll move on again. Norede has apparantly been discharged from the military but the cause is unclear. Noone really knows the guy at the back but he apparantly sells anything.

When you finished your drink Norede had already left, but then again she wasnt much of a conversionist anyway.  
-Aight, now that there's no more drinks there's no more reason for me to stay heh. Thanks Snotbeard...what's your name btw?  
-...

Good question...amongst many other things it was lost as I fell into the pits of insanity...

Pick a name aswell as our next move.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 02, 2013, 09:41:57 pm**

Jim Jackson is my name

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 03, 2013, 12:46:45 am**

A few names come to mind.

Spoiler (click to show/hide)  
Note, all of the names in this spoiler are from dwarven name generators.  
Kildar Moonbeard  
Relauk Fardelver  
Vonag Spiderbasher  
Grourrerlug Koboldforge  
Mugrumli Duskbuster  
Reilmoc Coldforged  
Reivrek Granitebrand  
Belvar, (meaning first exile).

Since I'm having so much fun getting names I decided to go and see what all our names would be if they were dwarven (specifically Lord of the Rings, sorry for editing).

Using the Lord of the Rings Name Generator and putting slowpokez in the name slot we get  
Hoignar the Simple

Or if we put snotbeard in the name slot we get  
Nerin, Lord of the Glittering Caves

Tevish svat, your name is 8) Vebur, King of Khazad-dûm

my name (xominxac) is Damli son of Migan... I like what my name is backwards (caxnimox) better, Rasur the Ruler.

AfellowDwarf's name is Gili Stonehelm

Kaos's name is Linar Fegnus's son

gman8181's name is Nigan Hoignar's son (Glumli the Ruler if Jim Jackson is used)

Did I forget any names?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 03, 2013, 02:31:00 am**

Mine, for one :D But don't worry, it's already Sindarin. (/flees elf-burning mob)

As for this one's name, I vote Urist ...Smith. 8)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 03, 2013, 02:37:10 am**

Quote from: Tirion on February 03, 2013, 02:31:00 am

Mine, for one :D But don't worry, it's already Sindarin. (/flees elf-burning mob)

As for this one's name, I vote Urist ...Smith. 8)

According to [http://www.myprecious.us/name\\_generator.php](http://www.myprecious.us/name_generator.php) ([http://www.myprecious.us/name\\_generator.php](http://www.myprecious.us/name_generator.php)) your name is this.  
Peregrin Jumpswell of Bywater :P  
(don't ask me why I chose to have your name Hobbitized.)

Obviously different websites will come up with different names and of course people could simply come up with a name themselves.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 03, 2013, 05:19:59 am**

Quote from: xominxac on February 03, 2013, 12:46:45 am

Or if we put snotbeard in the name slot we get  
Nerin, Lord of the Glittering Caves

I like that one.

Since the guy in the back sells anything, I say we trade with him first. I'd say we get a weapon, but we clearly lack the funds. We need something that can earn us money. Now, if we were to buy a bag of sand, a piece of coal and manage to get those two to an empty part of the mines, we could make expensive glass crafts.(well, relatively expensive) Since we have multiple minds, our creativity should be staggering too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 03, 2013, 07:48:47 am**

Well, got a poll up 'bout the name bit but we still gotta make some sort of decision considering our next move. Keep on ordering drinks? Go back and sleep? Talk to the pipe-dorf?

Also who the F voted for elves in the last poll!? Explain yourself immediately or prepare to be lynched! >:(

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 03, 2013, 08:04:33 am**

You should already have good trapper and passable herbalist skill from your time in the wilds. Buy an animal trap, it should be cheap and catching, taming and selling vermin should be a nice source of income. You could also extract valuable stuff from some of them, like venom and liquid fire. Add to that gathering any weed you see in the more run-down parts of the fortress, and you could produce your own food, and brew/sell the surplus.

Of course that will mean you'll have tame rats, spiders, small birds etc on your person all the time, trying to sell them ;D And I take no responsibility for quarrels over plant ownership. :)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 03, 2013, 08:36:36 am**

Quote from: Tirion on February 03, 2013, 08:04:33 am

Of course that will mean you'll have tame rats, spiders, small birds etc on your person all the time, trying to sell them ;D And I take no responsibility for quarrels over plant ownership. :)

That is more practival then carrying bags of sand, but I don't know if we can find a place to turn into a kennel.

Edit:

Would it be considered cheating if we spent all our money on turkeys and sold prepared meals and bone crafts?

Edit2:

As for long term plans:

Since a noble would disable the warden in a full-scale war, we need to do three things:

1- Take the noble's place(unless they want the warden out of the picture as well). This means killing them and managing to look like them. We may need to wear their face as a mask.

2- Cause a full scale war. Perhaps we could muliate the elf from the prison, make him watch and do atrocities to trees, and make sure he returns to the elven forest retreats safely?

3- Send all of the military away to do things and kill the warden while he's unprotected

Edit3:

Demons do not have any monetary value, right? We could buy one in a nethercap cage and use it for something. Maybe we could just buy a flimsier type of demon, the kind that explodes, and get it near the warden somehow. Unleash it when the warden has its attention, then run.

Edit4:

Since this guy sells everything, we could buy vampire blood and pollute the well. Sure, we'd need to sabbotage the other brewery and lock the brewstry(with us and people we want to live in it), but the results would be disasterous. AnotherEdit: We'd need to bring a bucket of water and grow plump helmets in the brewstry during the lockdown, if we want to survive. Maybe buy or kidnap poultry and create or buy a nestbox to give us variation in food? AnotherEdit2: Or buy a vial of poisonous forgotten beast blood instead. Way quicker. Or buy both and start an immortlity cult(we'd need clear labels. With pictures on them. Double check and double check again).

Edit5:  
Regardless of what our name is going to be, tell her it doubles as an euphemism.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 03, 2013, 07:14:27 pm**

@name: Urist Peasant (he's not a Smith) or whatever Peasant translates to in Dwarven.

@action: talk a bit more over another round of ale (there's less people now) and the drunker they get the more interesting stuff they might slip, then we check out the pipe-dwarf wares.

Quote from: slowpokez on February 03, 2013, 07:48:47 am

Also who the F voted for elves in the last poll!? Explain yourself immediately or prepare to be lynched! >:(

I was wondering this too, maybe it was someone trying to stir up chaos in the thread?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 03, 2013, 07:16:16 pm**

@name: Urist Peasant (he's not a Smith) or whatever Peasant translates to in Dwarven.

@action: talk a bit more over another round of ale (there's less people now) and the drunker they get the more interesting stuff they might slip, then we check out the pipe-dwarf wares.

Quote from: slowpokez on February 03, 2013, 07:48:47 am

Also who the F voted for elves in the last poll!? Explain yourself immediately or prepare to be lynched! >:(

I was wondering this too, maybe it was someone trying to stir up chaos in the thread?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 03, 2013, 07:57:17 pm**

Quote from: Kaos on February 03, 2013, 07:16:16 pm

@action: talk a bit more over another round of ale (there's less people now) and the drunker they get the more interesting stuff they might slip, then we check out the pipe-dwarf wares.

Well, 'they' currently translates into the overly drunk razor, pipeman and the (busy) brewster.

Edit:

We could try to sweet talk the brewster into having us as an apprentice. Offer to do the work for him while he watches, even if that work is carrying around stuff for him. In trade, we get a small sum of cash and the opportunity to increase our brewing skill; either through brewing on our own or watching him brew.

Giving Razor another drink is overkill.

Buying the pipe-dwarf a drink might make him more generous as far as his desired profit margin is concerned, but three darfbucks is quite a large percentage of anything we'd be able to buy now. Since our social skills are dabbling at best, we cannot expect to make such a large difference with a gift.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 04, 2013, 02:25:15 pm**

i agree we should convince brewster to take us under his wing, as it will not only solve our food and drink problem but it will also allow us to get out of the immigrant status and into a worker status which is a big deal especially here, add to that the option to get more info from the bar as we'll likely be working there as well and we got ourselves a good starting position for a revolution.

another good idea would be to befriend Esmar and have her teach us her skills (you never know when a high ambusher level might be useful) or atleast have her as a companion after all if she's an adventurer as she saysw e might use her to do the dirty work for us (steal from nobles or dispatch of them)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 04, 2013, 02:38:29 pm**

Quote from: alonard on February 04, 2013, 02:25:15 pm

i agree we should convince brewster to take us under his wing, as it will not only solve our food and drink problem but it will also allow us to get out of the immigrant status and into a worker status which is a big deal especially here, add to that the option to get more info from the bar as we'll likely be working there as well and we got ourselves a good starting position for a revolution.

Let's not talk about adoption yet. Just work. We don't want to give the poor dwarf a heart attack. Heck, if everything goes well, we might even adopt him instead of the other way around.

Edit: Maybe we could buy a dress and work as a barmaid? I want a blue dress.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 04, 2013, 05:05:05 pm**

Definitely ask around for work. Brewster's apprentice sounds about right, you would have a place to brew any plants you gather, and maybe even get some money for it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 04, 2013, 05:18:18 pm**

Quote from: Tirion on February 04, 2013, 05:05:05 pm

Definitely ask around for work. Brewster's apprentice sounds about right, you would have a place to brew any plants you gather, and maybe even get some money for it.

Also, free drinks.

Edit: We should at least buy a recent map of the fort.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 04, 2013, 05:43:14 pm**

Ok, seems like we're goin for Nerin, Lord of the Glittering Caves.

@alonard Haven't seen you 'round before so I guess....Welcome!

Once again there are a lot of suggestions so I'll have to make yet another poll...Have any ideas on how I might improve on the system?  
:P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 04, 2013, 06:03:22 pm**

Optional?!

And yes, welcome newling. You'd be put through grueling initiation tests now, if only we were capable of doing something else then ordering this dwarf around.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **arclance** on **February 04, 2013, 08:12:12 pm**

Quote from: slowpokez on February 04, 2013, 05:43:14 pm  
Ok, seems like we're goin for Nerin, Lord of the Glittering Caves.

You do know that "Lord of the Glittering Caves" is Gimli right? ([https://lotr.wikia.com/wiki/Lord\\_of\\_the\\_Glittering\\_Caves](https://lotr.wikia.com/wiki/Lord_of_the_Glittering_Caves))

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 04, 2013, 08:14:32 pm**

I'm okay with Gimli too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 04, 2013, 08:27:51 pm**

A position created by him, if your link is correct. Still, that's a lot less random then I'd hoped.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 04, 2013, 08:51:13 pm**

Gimli died and Nerin took over.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 04, 2013, 09:37:56 pm**

You know what? I believe it's appropriate now that I think about it. It's the title of a rebuilder, and our dwarven civ is clearly in a bad state. Goblins destroying forts, military coups, etc. We're the chosen one, there can be no coincedence.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **February 05, 2013, 12:48:54 pm**

If anyone asks about that "Glittering Caves" thing, we can claim that as the last survivor of our old fort, we are naturally its lord, and will reclaim it some day.

Might even be true.

For now, I think we should at LEAST ask Esmar where in this place she (as a fellow migrant, mind) has been able to stay. If the answer is 'just an unclaimed room' we might be able to return to ours or find another.

While I might put it a little differently than barmaid (We are male, and making a decent impression on at least one dwarfette), temping here does seem like a plausible idea.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 05, 2013, 01:11:35 pm**

Quote from: Tevish Szat on February 05, 2013, 12:48:54 pm  
If anyone asks about that "Glittering Caves" thing, we can claim that as the last survivor of our old fort, we are naturally its lord, and will reclaim it some day.

1+

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 05, 2013, 02:53:07 pm**

Quote from: xominxac on February 05, 2013, 01:11:35 pm  
Quote from: Tevish Szat on February 05, 2013, 12:48:54 pm  
If anyone asks about that "Glittering Caves" thing, we can claim that as the last survivor of our old fort, we are naturally its lord, and will reclaim it some day.

1+

And my axe!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 05, 2013, 04:55:27 pm**

-Uhhmm....my name... eh...

What was my name...?  
Your old name is long lost.  
What do you mean?  
You now call yourself Nerin, Lord of the Glittering Caves.

-I go by the name of Nerin, Lord of the Glittering Caves!  
-Plschh! \*Esmar spits out the remainder of her drink\*  
-What...  
-Oh heh, it's just...you didn't really strike me as a Nerin, Lord of the Glittering Caves kinda dwarf...  
-Uhhmm....usually just Nerin for short...

What the crap was all that about? Why did you pick such an ambitious name!?  
Shut up, it's excellent.



-Heheh, guess you're better off that way.

What now? I've never been good at talking with girls and right now I suffer from a severe case of insanity combined with a long period of complete isolation....  
Dude We've got this!

-Nah it's an excellent name and you know what? It doubles as an euphemism.  
-...! And it's a euphemism for what exactly?  
-Oh, but we barely know eachother! ;)

\*mental facepalm\* What are you doing!?  
Relax, go and get some more beer and while you're up there you might aswell ask the fat guy for a job.  
What...

-Are you drunk?  
-Of course! I'm a dwarf what'd you expect? Wait here I'll go get another round!  
-o\_\_\_\_O'

My money!  
You greedy bastard, what's the point of money if you are not going to use it?  
uhhm...but...  
Shut up!

-Hey Brewster...another round please.  
-Aye ya lil' bastard, commin' right up! But wait com'n taste thish first, it'sh my latesht experiment!  
\*I grab the cup and watch it's content anxiously...\*

[Spoiler](#) (click to show/hide)



I take a sip but I'm instantly about to throw up, I can't tell if it's the taste or the sheer amount of alcohol. The texture was extremely strange aswell, one could descibe it as a mix between a syrup stew and a raw egg.  
Luckily I manage to hide my disgust and when Brewster asks for my opinion I burst out something about it being okay but a bit rough.  
-Ahhh well Shnotbeard my friend I guessshh you're jusht too much of a lightweight to really appreciate the raw tashte of the Monarch Butterfly!  
-It's actually Nerin...Lord of....sigh...Lord of the Glittering Caves.  
-Bwahahaha, what a name ey!  
-Yes, yes but...I'm kind of looking for work at the moment...and I thought maybe I could work here?  
-What!? Trying to take my job are we now? :P  
-No not at all! I was thinking more of a...uhhm  
What's the plan here?  
Barmaid.  
-a uhhm...barmaid?  
-Bwahahaha, you're a funny one Shnotbeard but unfortunatly you do not really have the titsh for the job.  
-Oh...I'm sorry...  
-Cmon matey, what'sh up with that shad face o-yours? Lishten here, maybe ya could come 'round later thish week and do shome cleanin' or shomtin'? That ish of courshe if I manage to remember it.  
-I won't disappoint.  
\*Grab the beer and get over to the table\*

That was a complete failure!  
No...just a little bit...  
You're making me look like a fool in front of everyone! Bar-maid!? Why!?  
Now you're just overreacting, drink your beer and you'll feel better.

I still felt a bit akward just sitting there talking especially considering the fact that I had to rely on the stupid voices to come up with dialogue. But it accually got easier as we got drunker and after a while she was even laughing at the horrible jokes, before I knew it she began telling tales of her travels as an "adventurer". Most of them took place at the coast next to the Red isles but some went as far as to the Frozen hills of the south. Some of the stories were quite thrilling involving things like goblin ambushes or carps and they were generally centered around a pack of four dwarves. They choose a destination but no goal and then attempt to gather as many riches as possible along the way, sometimes it was accually quite heroic stuff-saving towns and such but generally they'd just rob some poor elves of all their belongings.  
[Spoiler](#) (click to show/hide)



Ok! what's next?

@Tevish Szat. It's cool that you can predict all that's going to happen but...why did you have post it when I had already made the update :'( Massive spoilers!

Also can we try and come to some sort of a conclusion? I'm kinda tired of drawing this bloody brewery...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 05, 2013, 11:38:13 pm**

ok that was a complete bust now we need to think of some plan for the next few day. maybe try to get closer to our drinking buddy as into her room, not only we'll have a safe place to stay but we might also take a few elven crafts and what not to sell and get more money.

Oi body next time offer a few drinks to the barman before actually trying to get anything out of him of course we aint got the tits he's sober (somewhat)

also why are there are guards in the bar?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **anthony62490** on **February 06, 2013, 04:35:11 am**

Quote from: alonard on February 05, 2013, 11:38:13 pm  
why are there are guards in the bar?  
Guards like a good drink too, I imagine.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 06, 2013, 07:42:23 am**

How about we offer to bring back Razor to his room? That's our excuse to leave, right there, and he might not notice if a few small items go missing(we also get an excuse to explore the fort for a bit). He might even have a map we can copy. If not, ask the pipedwarf for the price of a new map.

We're going to need money at some point, and cleaning the brewstrey won't feed us. We could team up with the prisoners and kill a miner for their pick(rock crafts and getting rid of those pesky walls).(Wrestle him? Sharp rocks?)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **February 06, 2013, 07:52:16 am**

Explain you don't have a bed, and if she lets you come to her place. Get Lucky! 8)  
<http://www.youtube.com/watch?v=18TLHhhHZCA>

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 06, 2013, 08:33:38 am**

Dangit brewster, we set the wrong bed aflame!

Edit:  
We could tell her our bed was light aflame by someone's sock for unknown reasons of course.(and light ours retroactively) Still, I'd prefer to free the prisoners and go loot some victims in dark corners.

Edit2:  
We could use the loafers as an excuse to find out where their refuse stockpile is. We can get stuff there for free.

Edit3:  
There are guards in this bar, so it's not suitable as a resistance base of operations. We need to find another place.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 06, 2013, 03:12:08 pm**

Quote from: Brewster on February 06, 2013, 07:52:16 am

Explain you don't have a bed, and if she lets you come to her place. Get Lucky! 8)  
http://www.youtube.com/watch?v=18TLHhhHZCA

xD

It seems as if the honey badgers won a decisive victory.  
Can't say that I'm surprised.  
http://www.youtube.com/watch?v=4r7wHMc5Yjg (http://www.youtube.com/watch?v=4r7wHMc5Yjg)

Anyone got sort of an opinion on how the story works at the moment? Voting system a bit flawed? Too much text? Perhaps the inner dialogue is hard to follow?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 06, 2013, 03:49:13 pm**

It's all fine happy, thank you for asking ;) As long as you can draw what we vote.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 06, 2013, 04:17:30 pm**

Well, I did have a little trouble telling yellow and white apart in the last update, but I think it's fine. Perhaps you could use a different font or something to tell the voices apart from Nerin LotGC? I imagine they might have disagreements at some point.

Also: Badgers are murdering machines, designed to bring terror upon dwarves. Hippo's are walking humps of meat.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 06, 2013, 04:38:03 pm**

Does the current vote have anything to do with the story?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 06, 2013, 05:08:39 pm**

Yes. Badger/Hippo is a common methaphor for a specific moral choice involving weither or not you leave an old poll on top of your thread.

Edit:  
We could try to leave this hellhole with esmer in a couple of weeks, but I feel uneasy about leaving brewster to his fate. Maybe dig an escape tunnel, kidnap him and catch up with Norede later?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 06, 2013, 06:26:37 pm**

Hmm...At this point I've completly left the talking to the voices, there wasn't really any point to try and keep up. With my mind caught in a drunken haze I slowly drift away...many questions come to me but few awnsers...  
What are these voices? Repressed aspects of my personality? Some strange magic? I really am insane...  
What am I doing here in this fort where I know noone and where I can't seem to walk a single urist before getting into trouble?  
Am I drinking beer or ale? I don't know anymore!  
I better check on what kind of trouble the voices are getting me into now...

-...and that'sh how I firsht met Likot and Ray heh.  
-What fckn coincidence eh?  
-Yea heh...guesssh I got a bit lucky there. hick  
-I forgot to ask earlier where do you live?  
-What heh...you can't just go up to a lady ask 'er where she live. hick. That'sh a bit cheeky even for you :P  
-Oh no don't get me wrong! A gentledwarf like m'self wouldn't have such vulgar intentions. I merely assumed that you were in a state in which you'd have trouble gettting home on your own. ;D  
-Hehheh, well thing ish that I don't really have a place here, you know with the traveling and all that. Don't really like getting stuck in one place...  
-And ya call ya'self a dwarf!  
-...I'm jusht shtaying at Lora'sh place for the time bein' heh.  
-Well let's get going then!

As I leave Brewster looks in my direction and makes a wierd face...I assume he tried to wink at me but...

What are you guys up to!?  
Don't worry all the time.  
You're putting me in a very troublesome situation here...  
We're getting real tired of your complaining.  
But...

Lora's residence was located at the north-west corner of the market, apparantly the map didn't include any personal rooms.  
-G'night Glittering Cave...-whatever. hick  
-Oh yea just one more thing...  
-Huh?  
-The thing is...I don't really have a place to stay at the moment...so...  
-I'm sorry but ya know this aint my place heh.  
-Don't worry I don't mind sharin' a bed!  
What!  
-What!  
- ;D  
-Hahhahhehehe, feel at home heh.

What the fuck! For the love of Armok what are you doing!  
Yes?  
You can't just...  
Have fun? Attempt to do useful things? What was so great about your previous life huh? You did nothing! You were the biggest nobody to ever walk on dwarven soil! Be grateful that we're helping you get on track here.  
But...but...I'm not that comfortable around girls...  
...Dude, get your act together!

At this point things got painfully embarrassing, not only was my "performace" lacking at best but I was continuously tormented by the comments of the voices. Really the only redeeming factor was the fact all of the "participants" were exceedingly intoxicated.  
But it got better as we switched positions, with her on top my impression on the whole deal changed immensely.



I guess being crazy isn't as bad as it seems huh...

Next morning I was thrown out onto the street by a very hungover Esmar whom just moments ago had been attempting to explain to Nora why she brought home "Snotbeard". Guess that's what Brewster meant by her being a tad unpredictable...

My mind is still bit of a blur...How many coins do I have left?  
Where should I go now...?

Quote from: AfellowDwarf on February 06, 2013, 05:08:39 pm  
Yes. Badger/Hippo is a common methaphor for a specific moral choice involving weither or not you leave an old poll on top of your thread.

It's also a great methafor for life.

Finally out of this bloody brewery!

As the badgers got a video to demonstrate their victory I guess it's only fair that the hippos get something to represent their crushing defeat.  
<http://www.bay12forums.com/smf/index.php?topic=36256.msg3490899#msg3490899> (<http://www.bay12forums.com/smf/index.php?topic=36256.msg3490899#msg3490899>)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 06, 2013, 06:38:50 pm**

:) ??? :o ;D  
Ah whatever, I recommend we check what we have to make sure nothings' missing and then look around for an opportunity to earn some money.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 06, 2013, 07:49:12 pm**

Haha great facial expression on our guy

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **February 06, 2013, 07:53:04 pm**

8)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 06, 2013, 07:54:15 pm**

Hmm also an interesting painting on the wall.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 06, 2013, 11:15:58 pm**

is that bush hers our ours?

Maybe we should have bought a stack of goat intestines condoms from the pipe-guy, let's hope we didn't get a syndrome... :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 07, 2013, 03:49:42 am**

Not sure if painting, or neighbours watching.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 07, 2013, 05:58:11 am**



Quote from: Tirion on February 07, 2013, 03:49:42 am

Not sure if painting, or neighbours watching.

If so, our neighbours are elves.

Anyway, I suggest we get back to the brewery to buy something from the pipedwarf. :P

I wonder if the elf is still in the prison. If we can get him to think this fortress is working on a 'project fuck the world', and smuggle him out of here successfully, we might be able to start a war with the elves.

Edit:  
We should try to get a recent map, somehow.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **February 07, 2013, 07:37:32 am**

With the door half-cracked open in the foreground it makes me feel like a perv.  
Now that we got our rocks off, time to earn some coin. Fastest profession for coin? Fish cleaner.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 07, 2013, 12:43:46 pm**

You should go and earn a few bucks.  
...How? \*slowly rubbing my eyes\*  
Go and clean a fish or something!  
What...where?  
Just ask someone!  
\*I make my way back to the bar\*  
However as I arrive I'm met by handmade sign.  
[Spoiler](#) (click to show/hide)



-Carp!  
He's still sleeping...got any other bright ideas?  
If you had a better map you wouldn't have to ask for directions.  
Sigh...and where do you propose I get one of them from?  
...dunno.  
I think th...!  
[Spoiler](#) (click to show/hide)



-MYYYYYYYY goooooooooooooooooooooosssssssseeeeeeeeeee!

-Berserker!  
-Come back here!  
o\_\_\_\_\_O'

Wtf should I do!? Fight? Move out of the way and stay out of trouble? Try and help the berserker escape?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 07, 2013, 12:59:39 pm**

Steal the beserkers pants as he's running by!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 07, 2013, 01:46:33 pm**

Helping the bezerker, nice as it might be, would get us the ire of the armor panted white beard. Wait untill they've ran past, and see if the goose owner can get us directions or a job. Is that a piece of cloth on our left? We should also take that rock. If we find another, we'll have a makeshift knife. Take those goosefeathers too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 07, 2013, 03:28:18 pm**

Quote from: AfellowDwarf on February 07, 2013, 01:46:33 pm  
Helping the bezerker, nice as it might be, would get us the ire of the armor panted white beard. Wait untill they've ran past, and see if the goose owner can get us directions or a job. Is that a piece of cloth on our left? We should also take that rock. If we find another, we'll have a makeshift knife. Take those goosefeathers too.

It's a turd. Also, let's trip the berserker, but be sure to stay out of the ensuing melee.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 07, 2013, 03:40:58 pm**

Quote from: Tirion on February 07, 2013, 03:28:18 pm  
It's a turd.  
I'm talking about the green stuff. Unless that's a turd too, ofcourse. This fort needs more fiber.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Avelon** on **February 07, 2013, 04:29:26 pm**

(Posting so I can watch, holy Armok this is awesome!)  
  
*Another voice rings out in Nerim's head: "Snatch the goose from the berserker, even if you can't rescue it the owner will be happy to have the meat back."*

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 08, 2013, 12:15:21 pm**

Put up a poll, might begin the update soon so there won't be much time for voting :P  
Quote from: Avelon on February 07, 2013, 04:29:26 pm  
(Posting so I can watch, holy Armok this is awesome!)  
Thx :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 08, 2013, 02:35:19 pm**

Quote from: slowpokez on February 08, 2013, 12:15:21 pm  
Put up a poll, might begin the update soon so there won't be much time for voting :P  
Looking forward to it, as always.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 08, 2013, 03:05:44 pm**

As I try to cover in fear from the crazed dwarf running towards me I suddently lose control, for just a moment my body moves on its own. The movement might have been quick but it had certainly made some impact on the situation. One leg meets another and before one could blink there was an angry dwarf sliding facedown across the hard floor, he slides through the corridor with impressing velocity and to make the scene even more bizarre his path was quickly filled with light feathers slowly falling like snowflakes. However I did not see them fall very far because just a split second after my quick action I catch another movement in the corner of my eye.  
I begin to turn around but...  
Spoiler (click to show/hide)



.  
. .  
. .  
. .  
As I open my eyes again I'm all alone in a nicely furnished room...  
The hospital? no....Doesn't look like a hospital...No staff... no supplies...not even any of that wierd stuff...uhhm...what was it again...uhh..Soap!  
I try to sit up but my head hurts, I check for wounds but its all bandaged up. How long have I been out...? I'm really hungry which could indicate that it's been quite a while...but then again I hadn't eaten for a long time before that either...  
Maybe I should just go back to sleep and see what comes up? Or should I go investigate? My head still hurts though...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 08, 2013, 03:18:17 pm**

Let's examine the furnishings while we wait for our headache to subside.

Edit:  
See if we still have our stuff on us. If so, eat some chestnuts. Maybe find a sock and smoke?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **anthony62490** on **February 08, 2013, 03:22:02 pm**

Well, that's what we get for trying to do the right thing.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 08, 2013, 03:24:42 pm**

Quote from: anthony62490 on February 08, 2013, 03:22:02 pm  
Well, that's what we get for trying to do the right thing.

A good thought from sleeping in a nice room, free bandages and experience in kicking(maybe wrestling), yes. We should do this right thing of yours more often.

Edit: Check if our teeth are still intact before eating anything.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 08, 2013, 11:51:56 pm**

investigate! if we are in a Hospital use the opportunity to get checked in case we contracted a syndrome from our lucky night!

For Armok! don't tell me we suddenly wake up in a hospital to discover the fort has gone to hell in a zombie apocalypse, a la Rick in the Walking Dead?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2013, 08:19:11 am**

We still need a weapon. Especially if the fort has been taken by a necromancer. If we can't go far due to our headache, find somethng useable and put it under our pillow. If we're going back to sleep, we should set up an alarm system that drops something noisy when the door is opened.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Randy Gnoman** on **February 09, 2013, 08:58:48 am**

I just want our dwarf to know this important fact: we're the voices of dwarven gods, and he is our prophet. But sometimes- other dwarves can hear his thoughts, and they heard them when he was in a fight.

This isn't a hospital- it's an abattoir! They heard his thoughts, and now they want to butcher him and make soup from his brains to steal the voices in his head.

It's vitally important that he escape, and cover his head with something metallic to keep other dwarves from hearing his thoughts.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 09, 2013, 09:09:29 am**

Quote from: Randy Gnoman on February 09, 2013, 08:58:48 am

I just want our dwarf to know this important fact: we're the voices of dwarven gods, and he is our prophet. But sometimes- other dwarves can hear his thoughts, and they heard them when he was in a fight.

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It's vitally important that he escape, and cover his head with something metallic to keep other dwarves from hearing his thoughts.

i am not sure i like where this is going. i get that he is insane and all, which is why he can here us but going beyond that might just complicate things too much.  
walking with a metal helm all the time might be a good idea but having everyone around him go berserk each time he takes it off... ya not so much

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2013, 09:44:48 am**

We don't need a metal helm for that. Just a cap of aluminium fiber. We should make one when we get out of here. And since Randy has blown our cover, I guess we should introduce ourselves. I'll start. \*Ahem\*

I am Gili Stonehelm, a dwarven god that occurs in the myths of the contested drops, a dwarven civilisation. I am most often depicted as a male dwarf in a blue dress. I am associated with fire and reason.

Or maybe you're just a madman, hearing voices who have a god-complex. But it's wiser to walk on the save side, lest we turn you into a were-hedgehog.

Ps, alonard: We can't actually dictate how other dwarves react. Just look at our previous attempts.

Edit2: You're an evil, evil man, Slowpokez. Next you'll force us to drink water, too. I bet.  
Edit3: Never mind.  
Edit4: I'll just wait untill the poll stabilizes. I almost voted on the gutter cruor catagory. Amok knows I dodged a bullet there. (Edit5: To be clear, it turned into water. Nothing wrong with cruor.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 09, 2013, 11:16:18 am**

Quote from: AfellowDwarf on February 09, 2013, 09:44:48 am

Edit2: You're an evil, evil man, Slowpokez. Next you'll force us to drink water, too. I bet.  
Edit3: Never mind.  
Edit4: I'll just wait untill the poll stabilizes. I almost voted on the gutter cruor catagory. Amok knows I dodged a bullet there.

You were not supposed to see that :-[

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2013, 11:18:44 am**

Quote from: slowpokez on February 09, 2013, 11:16:18 am

You were not supposed to see that :-[

Well, I did for some reason. Just so you know, if our nurse offers us water, we're ordering cat-blood.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 09, 2013, 12:56:57 pm**

Quote from: alonard on February 09, 2013, 09:09:29 am

Quote from: Randy Gnoman on February 09, 2013, 08:58:48 am

I just want our dwarf to know this important fact: we're the voices of dwarven gods, and he is our prophet. But sometimes- other dwarves can hear his thoughts, and they heard them when he was in a fight.

This isn't a hospital- it's an abattoir! They heard his thoughts, and now they want to butcher him and make soup from his brains to steal the voices in his head.

It's vitally important that he escape, and cover his head with something metallic to keep other dwarves from hearing his thoughts.

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walking with a metal helm all the time might be a good idea but having everyone around him go berserk each time he takes it off... ya not so much

Quote from: AfellowDwarf on February 09, 2013, 09:44:48 am

We don't need a metal helm for that. Just a cap of aluminium fiber. We should make one when we get out of here. And since Randy has blown our cover, I guess we should introduce ourselves. I'll start. \*Ahem\*

I am Gili Stonehelm, a dwarven god that occurs in the myths of the contested drops, a dwarven civilisation. I am most often depicted as a male dwarf in a blue dress. I am associated with fire and reason.

Or maybe you're just a madman, hearing voices who have a god-complex. But it's wiser to walk on the save side, lest we turn you into a were-hedgehog.

Ps, alonard: We can't actually dictate how other dwarves react. Just look at our previous attempts.

No gods! He doesn't need to be more insane than he might be already.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2013, 01:24:16 pm**

Quote from: xominxac on February 09, 2013, 12:56:57 pm

No gods! He doesn't need to be more insane than he might be already.

No need to get so formal, Damil. We're all gods, here.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 09, 2013, 03:52:09 pm**

My mind was clouded by the ringing headache and as I tried to go back to sleep I heard something strange...I looked around me but I was stil alone? Was it the voices? Yea...but this was different...  
Suddently like multiple streams of voices flushed over me like a tidal wave, their unorganized babbling hurt my already sore head. It got worse and worse and before I knew it they were screaming strange words that echoed inside my skull. One claimed that the other



dwarves were out to murder me and something about me being a prophet. Amongst all the strange words I managed to make out the wierd paranoid one, it had begun a long speech about a god in a dress. It became too much and I started hitting my head against the wall to block out the sound.  
\*I hear a scraping sound behind me\*  
I turn around and see the stonedoor slowly opening, somehow the voices settled and I could finally breath out...but...Who was coming?  
[Spoiler](#) (click to show/hide)



The guy who hit me!?  
-Hey...I'm sorry...  
-Where am I?  
-...oh...uhhm...my place.  
-...  
-You're not hurt!?  
-Still breathin' eh...  
-...good.

Nerin this guys is just as bad as you when it comes to talking.  
Sigh...perhaps.  
We're....I mean you're hungry! Ask for some food.  
I can't just ask people for food...  
This guy just hit you in the face! He owe you at least that much!  
...I guess.

-I'm kinda hungry though.  
-...oh...uhmm...yes...eh...my wife is making dinner...so...so will you join us?  
-Thank you.  
-Oh...it's the...uhhm...least I could do...because...you know...  
\*I nod\*  
...I'll come get you later  
\*He slowly walked out the door seeming a bit embarassed.\*

I like the results of the drinking poll so far, the dwarfiest of drinks in the lead! Rum and maggot milk, just the sound of it fills me with a dwarfy feeling that if I weren't so bloody tall perhaps would make me doubt my human heritage.  
But who is this sneaky elf bastard always voting for the elfy-option!? Get your pitchforks and light your torches!(If you do not own either of these objects lighters and bats would suffice).

Edit: Guess beer and river spirits are acceptable choices but milk!? ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 09, 2013, 03:59:32 pm**

well that turned out better then i expected, now question is can we milk this guy for some things?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 09, 2013, 04:08:05 pm**

Ale and beer are both acceptable dwarves drinks, I fail to see any issue with them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2013, 04:15:51 pm**

Now, let's pray that his wife isn't a certain person known to have a tough husband. It'll leopardize our chances at getting dinner. Now, if his wife isn't the woman we tried to rob, we could ask this man if he knows about a job for us.

Quote from: [slowpokez](#) on February 09, 2013, 03:52:09 pm

Get your pitchforks and light your torches!(If you do not own either of these objects lighters and bats would suffice).

I lighted a tree. Does that count?

Edit:  
We should search for a sock. We haven't had a good smoke since yesterday.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **xominxac** on **February 09, 2013, 04:37:30 pm**

Quote from: AfellowDwarf on February 09, 2013, 04:15:51 pm

Now, let's pray that his wife isn't a certain person known to have a tough husband. It'll leopardize our chances at getting dinner. Now, if his wife isn't the woman we tried to rob, we could ask this man if he knows about a job for us.

Haha, seeing how things have been going it probably is.

Quote from: alonard on February 09, 2013, 03:59:32 pm

well that turned out better then i expected, now question is can we milk this guy for some things?

If we are going to milk for anything it should be information, we still know too little about this fort.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **Tevish Szat** on **February 09, 2013, 05:00:08 pm**

Quote from: xominxac on February 09, 2013, 04:37:30 pm

Quote from: AfellowDwarf on February 09, 2013, 04:15:51 pm

Now, let's pray that his wife isn't a certain person known to have a tough husband. It'll leopardize our chances at getting dinner. Now, if his wife isn't the woman we tried to rob, we could ask this man if he knows about a job for us.

Haha, seeing how things have been going it probably is.

Quote from: alonard on February 09, 2013, 03:59:32 pm

well that turned out better then i expected, now question is can we milk this guy for some things?

If we are going to milk for anything it should be information, we still know too little about this fort.

Time to try Adventure Game Sense over Plotcognition...

We could also try to start a chain of deals. Consider this: a nugget of Tetrahedrite costs 3☼ (material Value 3) -- our earring is worth at least 3 hunks of Tetrahedrite, assuming we have someone well disposed or push-over-y enough to make the swap. Of course, we have no skills not access to improve Tetrahedrite ourselves, so we need to find a furnace operator running a smelter and ask them to smelt our Tetrahedrite in exchange for all the silver that results. This is probably a very good deal for the furnace operator, so we can get 12 bars of copper out of the deal. We can then take those to a smith and barter for a copper pick, compensating with some of our spare copper: In fact, we could probably get some other copper gear out of the bargain if we're willing to part with all our bars: We could get a copper Helm (to deal with that brain-leakage we're worried about), Mail Shirt, Leggings, and Pick, probably -- it takes 6 bars to make all that, meaning we'd be able to pay the smith 6 bars profit. With that gear we're now decently protected (We can wear our coat over the mail shirt so its less obvious) and more importantly able to dig, which lets us find a disused mining tunnel and carve ourselves out a secret lair.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **AfellowDwarf** on **February 09, 2013, 05:10:41 pm**

But why would a cook/woodcrafter/hauler have Tetrahedrite? Moreover, the smiths here might be forced to serve the warden. And our less then legal status leaves any smith we might encounter in a great position to just exchange our ore for air.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **Tevish Szat** on **February 09, 2013, 05:19:13 pm**

True... we might have to go through Pipe Smoking Dwarf back in the Brewstery to manage trading, which requires negotiating this first.

Unless of course this chap could point us in the right direction to get what we want with some security.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **slowpokez** on **February 09, 2013, 05:24:26 pm**

Quote from: qman8181 on February 09, 2013, 04:08:05 pm

Ale and beer are both acceptable dwarves drinks, I fail to see any issue with them.

I agree completly however nothing goes up against a mug of good rum.

Quote from: AfellowDwarf on February 09, 2013, 04:15:51 pm

Quote from: slowpokez on February 09, 2013, 03:52:09 pm

Get your pitchforks and light your torches!(If you do not own either of these objects lighters and bats would suffice).

I lighted a tree. Does that count?

It does but I...expected more from you... \*single tear\*

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **anthony62490** on **February 09, 2013, 11:05:54 pm**

Information is our primary objective right now. We need to know what the political situation is and how we can get along as an immigrant. We still haven't seen any hard evidence that this place is a labor camp, but it's definitely a rough town. Talk about the fortress over dinner and ask questions.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **xominxac** on **February 09, 2013, 11:23:42 pm**

Quote from: anthony62490 on February 09, 2013, 11:05:54 pm

Information is our primary objective right now. Talk about the fortress over dinner and ask questions.

+1

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **Kaos** on **February 10, 2013, 02:30:19 pm**

Quote from: xominxac on February 09, 2013, 11:23:42 pm

Quote from: anthony62490 on February 09, 2013, 11:05:54 pm

Information is our primary objective right now. Talk about the fortress over dinner and ask questions.

+1

+2

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **slowpokez** on **February 10, 2013, 02:53:56 pm**

I'm a bit busy today so...no update :P

Hoes before bros!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 10, 2013, 03:07:06 pm**

Quote from: slowpokez on February 10, 2013, 02:53:56 pm

I'm a bit busy today so...no update :P  
Hoes before bros!

No rush.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 10, 2013, 03:50:59 pm**

Quote from: slowpokez on February 10, 2013, 02:53:56 pm

Hoes before bros!  
Show-off. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **anthony62490** on **February 10, 2013, 04:56:01 pm**

Quote from: slowpokez on February 10, 2013, 02:53:56 pm

Hoes before bros!  
And before those, churros.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **javierpwn** on **February 10, 2013, 05:09:01 pm**

Quote from: anthony62490 on February 10, 2013, 04:56:01 pm

Quote from: slowpokez on February 10, 2013, 02:53:56 pm  
Hoes before bros!  
And before those, churros.

mmmmmh, delicious churros.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 10, 2013, 11:37:51 pm**

Woah, puring maggot milk has exceeded the count of two. This must be witchcraft.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **February 12, 2013, 08:11:26 am**



You son-of-a-b\*\*\*h!

I love his facial expression.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 12, 2013, 11:13:08 am**

I just thought we had a really bad headache.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 12, 2013, 12:17:34 pm**

Looks like no one cares for dwarven wine or water.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 12, 2013, 12:48:55 pm**

Aye. Dwarven wine is the true underdog here. Water is a jerk, though. He doesn't deserve any votes.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 12, 2013, 06:11:55 pm**

After I had been left alone once again one of my more peculiar advisors suggested that I'd go look for a sock. It took me quite a while but in the end I managed to find an old sock lying under a pile of used clothes. Once I had completed my first task I was forced to once again smoke a sock...someone else's old sock...  
Luckily the dwarf in white called for me at the last second, however I was told to bring the sock with me for later use...

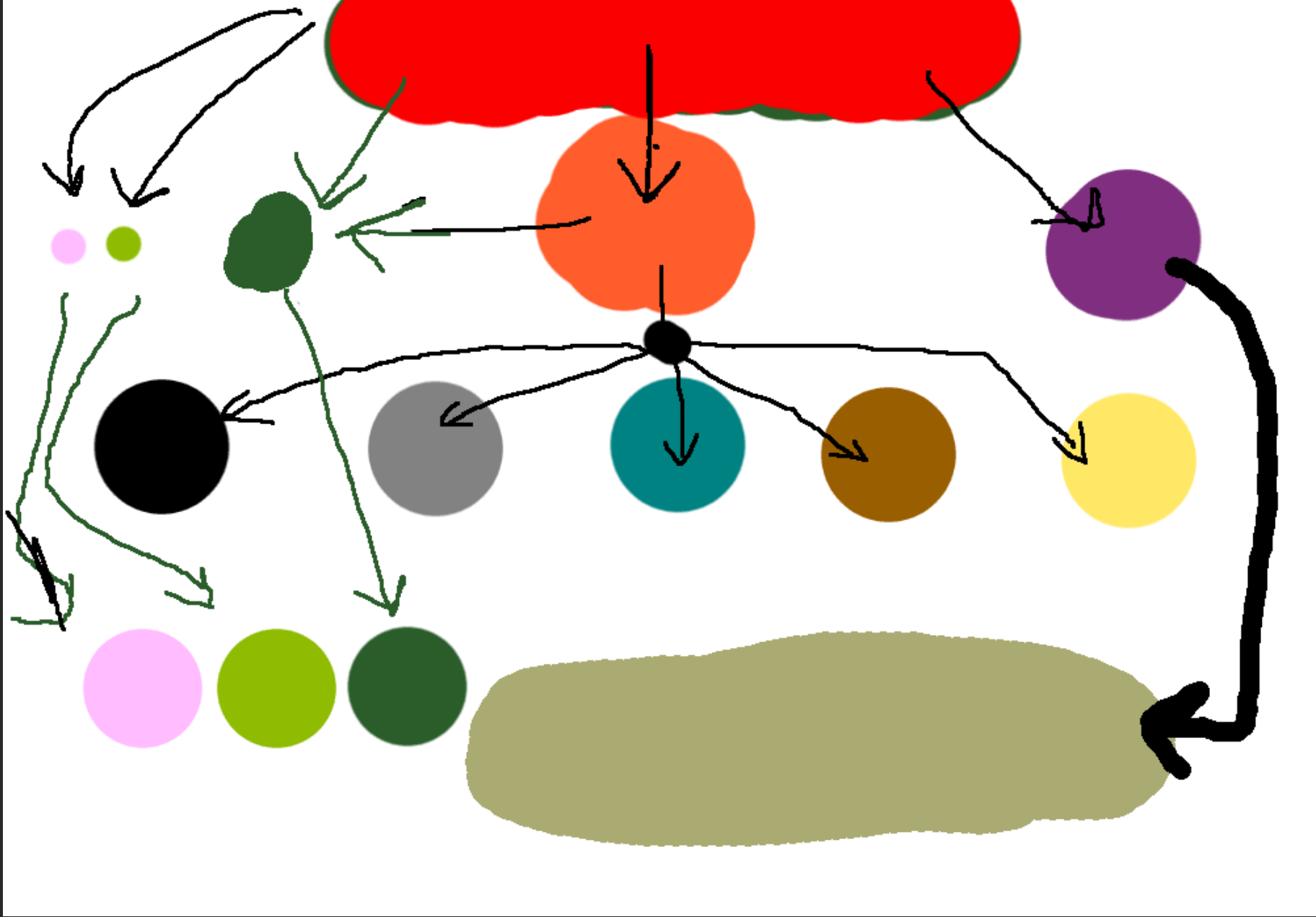
I was surprised as the hallway outside of my door led to the top of a couple stairs since two-floor houses were rare for dwarves...at least where I came from. I followed the sound of a roaring fire and arrived in some sort of a kitchen, once again I was surprised as most dwarven meals are eaten in public dining halls. Safe to say that this guy wasn't a peasant but the lack of gold and gems had me thinking that he probably wasn't a noble either.  
The area was roomy yet rustic, built from a mix of materials amongst which I could identify wood, clay, and multiple kinds of rock. I look over at the dining table and to my great joy it's packed to the brim, however at second glance I realise that many of the things on the table werent food but spices, pastes and cutlery. But there was still a thick smell of homecooked food lingering around the kitchen, as I take a step in I see a dwarf infront of a large pot whom I presume would be the guy's wife. She was very tall for a dwarf much like her husband and even though I rarely think much of my height I couldn't help but feel a bit uneasy amongst those two.  
Spoiler (click to show/hide)





After some brief introductions I learnt that the big dwarf's name was Gulog and that he was a miller of some sort. As I sat down at the table his wife asked me if I wanted some kitten lard in my porridge, an invitation which I gladly accepted. I spent a couple of minuites trying to get some useful information out of the guy but he didn't really manage to catch my drift... Well, it didn't take long before I was presented with some steaming hot food and a cup of plump wine. When I for a moment didn't stuff my face full with clumps of unidentifiable food combinations I tried to get a discussion going again. Gulog still seemed to have some problems but his wife eagerly began a conversation, her speech was colored by some sort of intellectual superiority concealed by false modesty.

She apparantly knew about the guild system quite indepth, Gulog for one worked in the farmers guild which was kind of an "umbrella guild" for most of the food related things.  
[Spoiler \(click to show/hide\)](#)



Red=mountainhome  
Orange=nobles  
Dark green 1= commander  
Purple=Warden  
Black,Grey,Blue,Brown,Yellow= Miner's guild, Stoneworkers guild, Craftdwarf's guild, farmers guild, woodworking guild.  
Dark grey 2=military  
green,pink= Healthcare and hunterstuff.  
Greyish blob=migrants/peasants/slaves/idlers.

Arrows indicate influence.  
The main question is...how much of my current situation do I wish to tell them about? I pobably can't keep up the conversation without explaining my position at some point, but then again I could lie? On the other hand there might not even be a problem at all...



Quote from: Brewster on February 12, 2013, 08:11:26 am

Spoiler (click to show/hide)



You son-of-a-b\*\*\*h!

I love his facial expression.

Don't zoom in on the eye-brows clipping through the bandage! :(

Quote from: AfellowDwarf on February 12, 2013, 11:13:08 am

I just thought we had a really bad headache.

Impressive that you 2 managed to read that much into the picture, yea I was aiming for the pissed off+headache look. :P

Quote from: AfellowDwarf on February 10, 2013, 11:37:51 pm

Woah, puring maggot milk has exceeded the count of two. This must be witchcraft.

Nah, that's just the way of life m8.

Purring maggot master-race!

Quote from: Tevish Szat on February 09, 2013, 05:00:08 pm

Time to try Adventure Game Sense over Plotcognition...

I'd advise you not to as the story takes place after "classic df-time" (to give myself a bit of error-margin+creative freedom).

Quote from: anthony62490 on February 09, 2013, 11:05:54 pm

Information is our primary objective right now.

Specific example perhaps?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **xominxac** on **February 12, 2013, 07:41:11 pm**

Quote from: slowpokez on February 12, 2013, 06:11:55 pm

She apparantly knew about the guild system quite indepth, Gulog for one worked in the farmers guild which was kind of an "umbrella guild" for most The main question is...how much of my current situation do I wish to tell them about? I pobably can't keep up the conversation without explaining my position at some point, but then again I could lie? On the other hand there might not even be a problem at all...

Quote from: anthony62490 on February 09, 2013, 11:05:54 pm

Information is our primary objective right now.

Specific example perhaps?

What is our purpose in this fort? Do we wish to gain enough money and/or dwarves to come back and take over our old fort? Did we come over all this way to simply live like we used to in our old fort, (basically living off the backs of others like a noble and not serving any true purpose to the fort) or do we want to actually do something of value? I suggest we find the means to earn some money and make some friends. To start with, if we tell the truth about our situation, (to the extent that we told the people in the brewery, not good to make up something else least people find out there is a conflict in our story and get suspicious), this couple would at the least probably offer to help us by possibly finding a job opportunity or simply give us some money to make amends for the damage done to our head.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **Kaos** on **February 12, 2013, 10:24:09 pm**

^ keep our semi-fantastic story about getting lucky to scape the old fort and that now we are the rightful lord of the old fort.

find out what was going on when we got hit? why was the whole shenanigans with the dwarf and the goose? what happened to them?

ask advice for what would be the best course of action for someone in our situation. they know their fort, they are in a guild, they seem to be under the mandate of the nobles, not the warden, and they seem like nice people, otherwise they would just have left you knocked out.

Ask why we weren't taken to a Hospital instead? make conversation about the differences in living conditions that were noted in their house and our old fort, that would give us more insight...

Ask about the brewery, ask about the prison, ask about the old lady, basically ask about everything we've encountered so far, to cross-reference and see if they got more insight.

Ask for an updated map.

We still need a place to stay and a source of food and booze, we need a base of operations, maybe after we get to know how things work around here, find out news about our old fort and start planning a reclaim with ourselves as lord?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **gman8181** on **February 12, 2013, 10:53:42 pm**

Hey isn't there a way for other dwarves to actually find out who the guy in charge of the last dwarf really was? Eh, either way at this point it's probably just easiest to maintain our story.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **AfellowDwarf** on **February 13, 2013, 11:16:02 am**

The thing next to the candle is looking at us, smiling with its sharp teeth. We had better kill it. Or at least find out if it's a pet.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **alonard** on **February 13, 2013, 11:29:26 am**

i agree it would be easiest and wisest to maintain our current story and who knows maybe our title will be worth something to someone which hopefully will only bring luck

Title: **"**

Post by: **slowpokez** on **February 13, 2013, 02:57:25 pm**

She didn't ask it straight out as she explained but she had started giving me hints that I should somehow explain my situation. Naturally I told them about my current situation and the events that had lead up to it, slightly flavored by the voices to make Nerin, lord of the glittering caves seem a bit grander then what he really was. Gulog's wife seemed a bit concerned after hearing how I went from an outpostleader to a lowly peasant while Gulog himself seemed really

impressed by my "previous social status". Well, apparantly I've ended up in bit of a strange position here. Since I'm of course not really a noble I have no place there, I've never even been in touch with any of the guilds which pretty much what appeares to be the only to get a steady income. Migrants are generally picked up by the warden as soon as they set foot on Black gate territory, they are at least on paper free to leave whenever they want unless they sign up to a position under the warden in return for free food and housing. For some such as beggers and peasants this might very well be considered quite a beneficial deal. The problem is that all the regular migrants- Gem setters, Potash makers, Wax workers and so on are forced to choose between starvation and a life borderline enslavement.

-Hmm...seems a bit harsh eh? So either you got to know people or you end up getting stuck here working for free?

\*She pushes her eyebrows together and thinks intensely for a brief second.\*

When the moment of what would've been complete silence if it were'nt for Gulog's slurping had ended she continued talking, this time her speech was a bit slower or...more restrained as if she tasted every word for as long as possible before uttering it.

She claimed that there were two exceptions to my earlier statement. The first one was to get a document from the Mountainhome stating that your migration had been varified by the king("The dwarven king" and not one of the many outpost mayors) or a majority of the counsellors. The other one was to simply provide something that the fort doesn't already have or to fill a vacant spot in the social system. This was accually not simple at all due to the fact that not only would you have to compete with hundreds of other dwarves but also had the warden relentlessly shutting down any business that might in any way damage his ways. The reason to why people have decided to look the other way is simply because a sideeffect of this neverending powerhunt is an slmost complete cleasing of crime. Not even the children dare steal as they have seen what the warden's hammerer is willing to do.

-Carp...

-Then what was all that 'bout with the berserker and the goose?

\*Suddently Gulog who's been quiet for quite some time shines up\*

He explains how one of the migrants went berserk, for some reason he just couldn't take it anymore and during his five minutes of fame he had managed to punch a pregnant dwarf in the face, push a good dozen wine barrels down the central stairway and steal McJerut's goose. After the failure on his part related to my brave initiation he had carried me home to fix me up. I guess the reason I didn't end up in a hospital is because he might've been scared that I'd accuse him of something.

Dinner's been eaten, what now? Keep talking? Leave? Anything?

Personally I don't like reading long walls of text like this but well I'm not in charge of the story :P

Quote from: AfellowDwarf on February 13, 2013, 11:16:02 am

The thing next to the candle is looking at us, smiling with its sharp teeth. We had better kill it. Or at least find out if it's a pet.

That would be a fish. From another picture....

.

.

.

Why is it there? No idea. How did it get there? No idea. Does it serve any purpose? No.

Quote from: gman8181 on February 12, 2013, 10:53:42 pm

Hey isn't there a way for other dwarves to actually find out who the guy in charge of the last dwarf really was? Eh, either way at this point it's probably just easiest to maintain our story.

I literary can't understand what you mean by this....

(I am awfully sorry, English is not my native language.)

Quote from: xominxac on February 12, 2013, 07:41:11 pm

What is our purpose in this fort? Do we wish to gain enough money and/or dwarves to come back and take over our old fort? Did we come over all this way to simply live like we used to in our old fort, (basically living off the backs of others like a noble and not serving any true purpose to the fort) or do we want to actually do something of value?

Nerin doesn't have any sort of aspirations at all, it's up to the voices to lead him onto an interesting path. Otherwise I might aswell just write a novel right? :P

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on February 13, 2013, 03:19:26 pm**

The solution is simple. We find a dwarf with a monopoly on something(should be easy enough with the warden's aversion to competition) and put him out of bussiness. Maybe using the sock of flames. Then we quickly fill the gab. I believe there aren't many leatherworkers here, so that would be a good bet.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on February 13, 2013, 03:25:36 pm**

I think you need a skill upgrade. How about getting a Mood?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on February 13, 2013, 03:36:19 pm**

Quote from: Tirion on February 13, 2013, 03:25:36 pm

I think you need a skill upgrade. How about getting a Mood?

But what artifact shall we make? I purpose a platinum mace with menacing spikes on the handle. I'd call it "upyoursoverseer"

Edit:

Or maybe we could go fell on the old woman and make a bone memorial slab of her? I'd call it "Wasntme"

If we made a container out of fire, woul we gain skill points for woodburning, or something better?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on February 13, 2013, 04:19:09 pm**

I'm thinking staying close to gameplay mechanisms, so bonecrafter, stonecrafter or \*wince\* woodcrafter.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on February 13, 2013, 04:41:49 pm**

Those aren't really that usefull. Perhaps we could buy a (jet)block from the shady dwarf, and construct things with it untill we're a novice mason? Masonry would allow us to construct walls and other usefull things on the fly.

**Title: Re: "**  
**Post by: xominxac on February 13, 2013, 04:44:39 pm**

Quote from: slowpokez on February 13, 2013, 02:57:25 pm

Quote from: xominxac on February 12, 2013, 07:41:11 pm

What is our purpose in this fort? Do we wish to gain enough money and/or dwarves to come back and take over our old fort? Did we come over all this way to simply live like we used to in our old fort, (basically living off the backs of others like a noble and not serving any true purpose to the fort) or do we want to actually do something of value?

Nerin doesn't have any sort of aspirations at all, it's up to the voices to lead him onto an interesting path. Otherwise I might aswell just write a novel right? :P

That was more of a rhetorical question to get the readers to say things.

Title: **Re: "**  
Post by: **AfellowDwarf** on **February 13, 2013, 04:46:35 pm**

Quote from: xominxac on February 13, 2013, 04:44:39 pm

That was more of a rhetorical question to get the readers to say things.

If that's the case, well, I personally aspire to take down the warden, and possibly most(if not all) of the fort.

Edit:  
The survival of brewster supercedes the above.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 13, 2013, 09:08:23 pm**

I've been thinking, shouldn't we ask for an audience with the nobles, give them the news about the fall of our fort and demand (as the last dwarf alive and hence the rightful heir to the title of lord of the glittering caves) to be dispatched with a military escort to go bring the news ourselves to the mountain home and officially claim our noble title?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 13, 2013, 09:38:22 pm**

Quote from: Kaos on February 13, 2013, 09:08:23 pm

I've been thinking, shouldn't we ask for an audience with the nobles, give them the news about the fall of our fort and demand (as the last dwarf alive and hence the rightful heir to the title of lord of the glittering caves) to be dispatched with a military escort to go bring the news ourselves to the mountain home and officially claim our noble title?

While the idea would be great in general, no one knows we are here except for the few who we spoke too. I don't know if the risk of something bad happening to us is greater than the probability of the nobles helping us. It is definitely better than talking to the warden though.

Quote from: slowpokez on February 13, 2013, 02:57:25 pm

Migrants are generally picked up by the warden as soon as they set foot on Black gate territory... The problem is that all the regular migrants- Gem setters, Potash makers, Wax workers and so on are forced to choose between starvation and a life borderline enslavement.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **triato** on **February 14, 2013, 01:45:50 am**

ask about door vigilance. We came in unseen so we could go out the same way. Maybe take someone with us like the adventorous dwarfette. This place is awfull.

On the otherhand we could play the gray man by changing our apearence to make it as average as posible. This in order not to get noticed by the system. We could run errands for anyone we can and continue making contacts, finally we start a revolution and kill all the nobles.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 14, 2013, 12:40:58 pm**

Not a single concrete suggestion so far :P

I guess I'll come up with some options just to get things going

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 14, 2013, 12:52:43 pm**

Get a job, get some friends, find out whats going on, ask to see the nobles. (How come theres no option to see the nobles?)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 14, 2013, 12:57:18 pm**

Quote from: xominxac on February 14, 2013, 12:52:43 pm

Get a job, get some friends, find out whats going on, ask to see the nobles. (How come theres no option to see the nobles?)

Fix'd

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 14, 2013, 01:32:16 pm**

If we go to the prison, we should nab some candlewax on the way. If we're going for the old lady, we should grab a weapon(knap a stone?)

Also, what's the difference between the two 'tell the nobles we're a fort leader' options?

Edit:  
A risk with presenting this amount of options is that we might get a widespread answer, with a large shared first place, like what what happened with the drinking poll in the first few days. But let's see what happens.

Edit2:  
Anyway, I say we go get then elf(And the gobbo, ofcourse. Gobbo's are usefull.). He's our best shot at dethroning the warden at the moment.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 14, 2013, 02:11:45 pm**

Quote from: AfellowDwarf on February 14, 2013, 01:32:16 pm

Also, what's the difference between the two 'tell the nobles we're a fort leader' options?

The polls don't like having more then 5 options... You if someone should know that I've had some trouble with it in the past.

Quote from: AfellowDwarf on February 14, 2013, 01:32:16 pm

Edit:  
A risk with presenting this amount of options is that we might get a widespread answer, with a large shared first place, like what what happened with the drinking poll in the first few days. But let's see what happens.

Well that's the problem with being insane! Too many wills and only one body,the awnser is of course to convince your fellow spirits that your pick is the best.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 14, 2013, 02:31:54 pm**

Quote from: slowpokez on February 14, 2013, 02:11:45 pm  
Well that's the problem with being insane! Too many wills and only one body, the awnser is of course to convince your fellow spirits that your pick is the best.

Good idea.

Ask for a map:  
The miller's wife seems sceptical of us. I doubt she'll let us have more freebees beyond dinner. We might as well ask, though.

Ask for a job:  
Neither of them have the authority to grant us one.

Go home to the room:  
We've just slept, and the fire investigation might still be ungoing.

Explore:  
The warden is hard on thieves and we had better avoid contact with dwarves unless neccecairy. There is nothing we can search for.

Go back to the prison and save our comerades:  
The more helpers, the better. We'll also get access to elven skills(Hugging trees into items, riskless animal training) and gobbo skills(Basic military skills, brainwashing and kidnapping). The elf also presents us an opportunity to bring the wrath of the elven forest retreats upon the warden. And the both of them ar sentivores, allowing us to dispose of evidence easily.

Convince the nobles that we're the leader of our old fort:  
Announcing our presence and power to the warden is a reasonable suggestion. Sadly, we lack the dye to paint a target on ourselves.

Back to the brewstry:  
Our job will take place later, and we haven't got enough funds to buy stuff from the pipedwarf. We don't need food either at the moment, thanks to our benefactor.

Create 'wasntme' by going fell on the old woman:  
We need a good weapon for that. We might be able to choke her before she alerts anyone, but her husband might be home.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **☼!!Troll Fur Sock!!☼** on **February 14, 2013, 03:27:38 pm**

Lora leaved? :(  
I wanted to force her to show us where the magma-flooding lever is...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 14, 2013, 03:41:17 pm**

That's quite a few chapters ago.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **☼!!Troll Fur Sock!!☼** on **February 14, 2013, 03:46:42 pm**

I know, I know. Just saying.  
There should be an option to go on break for few months, then throw a party near a statue of dwarves being eaten by FB... ya know, for "DF feel".

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 14, 2013, 03:47:37 pm**

Quote from: ☼!!Troll Fur Sock!!☼ on February 14, 2013, 03:46:42 pm  
I know, I know. Just saying.  
There should be an option to go on break for few months, then throw a party near a statue of dwarves being eaten by FB... ya know, for "DF feel".

Problem with that is that we can't sustain ourselves for that long without doing work.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 14, 2013, 06:22:18 pm**

Quote from: AfellowDwarf on February 14, 2013, 02:31:54 pm  
Go back to the prison and save our comerades:  
The more helpers, the better. We'll also get access to elven skills(Hugging trees into items, riskless animal training) and gobbo skills(Basic military skills, brainwashing and kidnapping). The elf also presents us an opportunity to bring the wrath of the elven forest retreats upon the warden. And the both of them ar sentivores, allowing us to dispose of evidence easily.

This idea is exceedingly entertaining.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 14, 2013, 06:41:05 pm**

Quote from: xominxac on February 14, 2013, 06:22:18 pm  
This idea is exceedingly entertaining.

Eh, I've been putting thought into what to do with the elf and goblin ever since we were introduced to the prison.

The biggest problem with this plan is the elf, with his elven ethics and all. Correct me if I'm wrong, but I recall that elves find it unacceptable to lie. Would this include:

- The use of exact words? 'Are you a dwarf?' -'Well, I sure look like one.'
- Telling the truth in a humorous tone?
- Not speaking at all, and having someone else tell others that you cannot speak?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 15, 2013, 04:29:11 am**



we can always just feed his tongue to the gobbo and be done with it, as far as i know the only once with a hand language are drow so we'll be safe.

well it looks like some suicidal voices has woken up and want the nobles to help them in their quest, i say we help them instead :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 15, 2013, 07:04:29 am**

Quote from: alonard on February 15, 2013, 04:29:11 am

we can always just feed his tongue to the gobbo and be done with it, as far as i know the only once with a hand language are drow so we'll be safe.

Untill we want him to blab about our fort's misdeeds to his forest retreat brothers. Then we're in trouble. Either they won't be able to understand him, or he'll be able to tell them we muliated him to stop him from interfering when we went against his ethics.

If we're going to visit the nobles, we had better disguise ourselves. In a more convincing manner, this time. If things go bad, we can take off the disguise in private. If things go well, by some miracle, we can take it off in public. I suggest we pull our beard through our earring and wear our hair in a parting. Maybe wrap our traveling coat around our waist?

Edit: We could rub mud or charcoal in our beard, and ask for soap if we're believed.

Edit2: If we do go to the prison, we should bring a knapped stone as well, or something sharp we come across. We'll need to cut some hair.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 15, 2013, 08:17:33 am**

Hmmm...  
[Spoiler](#) (click to show/hide)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 15, 2013, 08:35:38 am**

We should put away the scarf, I think. It stands out too much. Other then that, I think this could be a rather decent disguise, so long as someone we'd hide from doesn't see us up close.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 15, 2013, 12:14:04 pm**

Couldn't we ask our sponsors for some redroot dye to dye our beard, hair and eyebrows red, and to lend us a long coat and a hood, for our disguise?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 15, 2013, 02:02:41 pm**

Quote from: Kaos on February 15, 2013, 12:14:04 pm  
Couldn't we ask our sponsors for some redroot dye to dye our beard, hair and eyebrows red, and to lend us a long coat and a hood, for our disguise?

Without leaving suspicion, of course. Good thing we know redroot dye is something you can wash out, too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 16, 2013, 07:58:51 am**

After the explanation my situation felt more hopeless then ever...  
Does it mean that I'm doomed to one day surrender and accept the terms of the warden? Or should I leave while I still can?  
But the voices had another plan in mind. They wanted me to extend the use of my "lost fort leader roll" and look up the mayor to inform him of Rocklod's demise. It was a risky plan( I knew very little of the nobles) so I had to prepare some sort of disguise...however my funds were limited to say the least.  
As I took my leave I asked Gulog for some dye, he looked strangely at me for a moment only to leave for a few seconds. When he returned he gave me a small pouch filled with a deep red coloured powder, he also threw me a bag of flour and mumbled something 'bout how I "hit my head while falling down some stairs".

Under the instructions of the paranoid voice I tried my best to alter my appearance, rearranged my hair, ~~died it red~~ tried to dye it red, attempted to pull my beard through the earring but as it didn't fit I had to go for some strange hybrid and then finally I tied my old traveling coat around my waist.  
Spoiler (click to show/hide)



Then I headed off towards the nobles quarters, I didn't know exactly where it was but the map gave me a rough idea. The streets were very crowded so getting anywhere involved a lot of pushing and shoving. But as I got closer to my destination the masses began thinning out slightly, suddenly it was all quiet but for a hauler moving a quirking wheelbarrow filled with expensive drinks. The room I had entered had impressively high ceiling, stretching perhaps three or four stories up into the air. In the center of the room stood a massive staue, it portrayed a warrior of some sort...wierd part is that it didn't look very dwarven.

[Spoiler \(click to show/hide\)](#)



Rocklod- the fort where I came from- wasn't a wealthy fort by any stretch of the imagination, all the noble titles we had was only there for show. Our mayor did as much hauling as the next dwarf and you could often see the bookkeeper working out on the fields. The world I had now been thrown into was beyond my imagination. I had never felt so out of place, every single dwarf was covered in expensive silk and many carried their weight in gold and precious stones.

[Spoiler \(click to show/hide\)](#)



I felt the sweat dripping down my back... Everyone gave me such dismissive stares.... I...I don't know if I can do this...

Alright how do we motivate Nerin to keep goin'?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 16, 2013, 08:17:41 am**

Try to find a small, weak dwarf alone and put the flour bag over their head while they're not looking. Smoke the sock, give it a few good puffs and light the dwarf on fire.

He's just anxious because he's the center of attention. If that stops being him and starts being a young dwarf on fire, he'll be able to relax.

Edit:  
Alternatively, kiss the ass of the stupidest noble we can find until it shines. (Viguratively speaking, probably.) If we've got a friend to walk with, the other nobles might leave us alone.

Edit2:  
Also, we should wipe our sweat to the dwarf's cape when no one is looking.



Edit3:  
We should get a cape so we stand out less and feel prettier. I say we get a white one with a leather picture of ourselves on it, if we get fort-leader privileges.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 16, 2013, 03:12:21 pm**

Nerin, of all the people in your fort, you were the only one who managed to survive till the end, even goblins couldn't get you. You made a trip here to this place that even a group of seven dwarves with full provisions would have a hard time doing. Talking to simple nobles (who from how things look, they have never touched a wheelbarrow in their lives much less survived a goblin attack) is nothing compared to what you've managed to accomplish so far.

Quote from: AfellowDwarf on February 16, 2013, 08:17:41 am  
Try to find a small, weak dwarf alone and put the flour bag over their head while they're not looking. Smoke the sock, give it a few good puffs and light the dwarf on fire.

Nothing says I need ~~medical~~ help better than setting a noble on fire.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **February 16, 2013, 03:36:03 pm**

Quote from: xominxac on February 16, 2013, 03:12:21 pm  
Nerin, of all the people in your fort, you were the only one who managed to survive till the end, even goblins couldn't get you. You made a trip here to this place that even a group of seven dwarves with full provisions would have a hard time doing. Talking to simple nobles (who from how things look, they have never touched a wheelbarrow in their lives much less survived a goblin attack) is nothing compared to what you've managed to accomplish so far.

I agree. We picked a powerful, imposing name. We should work ourselves into a powerful, imposing person.

I'd suggest requesting a full run of supplies and a party of seven dwarves we hand-pick to reclaim... but slowpokez has put a LOT of work into THIS fort, so for meta reasons if nothing else I'm not eager to suggest leaving it too soon.

If we need a stated goal, though, "gearing and Planning reclaim mission" isn't a bad one.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 16, 2013, 03:37:48 pm**

Quote from: Tevish Szat on February 16, 2013, 03:36:03 pm  
I'd suggest requesting a full run of supplies and a party of seven dwarves we hand-pick to reclaim... but slowpokez has put a LOT of work into THIS fort, so for meta reasons if nothing else I'm not eager to suggest leaving it too soon.

Dude, I've got an entire world map :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 16, 2013, 03:39:01 pm**

Oh, right. We need to motivate him.

Nerin, you should realize our power over you. This is not a descision I agree with, but the court's descisions will not be ignored. I swear to you: if you do not comply, we will make you eat your own feces for the rest of your life.

@Reclaim  
If we get the elves to help us take over this fort, we could do a cross-racial reclaim on our old one. Maybe we can kidnap a few gobbo's to come along as well.

Edit:  
Boy, this was one tough poll to choose from.

Edit2:  
Quote from: xominxac on February 16, 2013, 03:12:21 pm  
Nothing says I need ~~medical~~ help better than setting a noble on fire.

Hey, you were the one to suggest we talk with the nobles, we might as well take it to the next level.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 16, 2013, 10:06:38 pm**

This one thinks the voices boosting confidence should be... ASSUMING DIRECT CONTROL.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 16, 2013, 10:56:12 pm**

Quote from: Tirion on February 16, 2013, 10:06:38 pm  
This one thinks the voices boosting confidence should be... ASSUMING DIRECT CONTROL.

(Un?)Fortunately all we say are simply thoughts and do not necessarily become actions until/unless he so chooses to do so.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 17, 2013, 06:24:53 am**

Quote from: xominxac on February 16, 2013, 10:56:12 pm  
(Un?)Fortunately all we say are simply thoughts and do not necessarily become actions until/unless he so chooses to do so.

The more of us that say something, or the louder we say it, the harder it is for him to resist, however.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 17, 2013, 10:08:10 am**

What am I doing here? In clean halls filled with goldstudded furniture, amongst soapsmelling dwarves covered in outworldly jewelry, hearing their affected laughs around me...  
But what am I really?  
A peasant...A filthy peasant...An insane filty peasant....  
I can't stay here....

Suddenly the paranoid one spoke up.  
Nerin, you should realize our power over you. This is not a descision I agree with, but the court's descisions will not be ignored. I swear to you: if you do not comply, we will make you eat your own feces for the rest of your life.



You can't...you...  
What has my life become...

But the paranoid was not alone.  
Nerin, of all the people in your fort, you were the only one who managed to survive till the end, even goblins couldn't get you. You made a trip here to this place that even a group of seven dwarves with full provisions would have a hard time doing. Talking to simple nobles (who from how things look, they have never touched a wheelbarrow in their lives much less survived a goblin attack) is nothing compared to what you've managed to accomplish so far.

I realised that not only did I not have a choice but maybe...just maybe...it could work.  
No turning back now, I swallowed my doubts and mustered up what little courage I had left in me.

But I only managed to walk a few steps before a young dwarf approached me, he was wearing a somewhat obnoxious attire and a stupid smile to match it. Everyting looked very expensive and pompous but was horribly ill-fit. In his trail was a old dirty dwarf that seemed even more out of place then me.  
-Hey, peasant!  
-...  
-Awnser me, peasant!  
-Who the f'ck would you be?  
-Excuse me!?  
-...  
-Scampers hit it!

What!?! Are they gonna fight me!? wait.... what...

The old dirty dwarf named someting like scampers suddently burst out into song-  
[Spoiler](#) (click to show/hide)



Tis' the story 'bout  
A vice-count so proud 'n stout  
Tis' the story 'bout  
The guy who make the ladies scream n shout  
They call him vice-count -tshhh  
All the girls he sieze' with ease' before he leaves'  
They call- call- call him vice-count coooool  
[Spoiler](#) (click to show/hide)



No trix no fix he's everywhere'  
all the way from Blackgate, Verengard to Nulcastair'  
But beware he fights like noone else'  
Doesnt matter if you're dwarven, human or an elf'  
When he's around you gotta' watch ur'self!  
And you wouldn't believe his fame'  
Noone in the kingdom doesn't know his name'  
[Spoiler](#) (click to show/hide)



Listen up you foooooool'  
now you know story 'bout Ironion- wait I meant vice-count coooooool'

-Oh, Scampers you blew my cover, said Ironion with a big grin.

I just stood there slightly impressed by scampers preformance but mostly disgusted by the horrible song....

-The real question here peasant is-Who the f\*ck are you? wait no....that doesnt matter....Why aren't you working?  
-Ah I came here to talk to the mayor, you see I'm the last survivor of Rocklod.  
-...so...You're basically running from the warden?

-Nooo...  
-Hah, just remember this- It's not the warden you should watch out for it's the mayors advisor.  
-Never even heard of the dorf.

\*Ironion's grin widened and he gave me a gruesome stare\*  
-Few people know him and even fewer would ever want to meet him, it is said that he is a ruthless bastard and that he may slay a fellow dwarf without hesitation. The legend even claims that can rip out the very souls of his victims \*makes a spooky noise\*  
I've never seen him but they say that one of his arms is as black as the darkest winter night and that his mind is yet darker. tooooo spooooooky...  
o\_\_\_\_\_O'  
Uhhh I think I'll leave this nuthead...right guys?

Put him on fire and wipe your back-sweat on him!  
No.....just no....

Keep on going or hang out with Scampers and Co?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 17, 2013, 12:10:30 pm**

All right, we've found ourselves the stupid noble. But if you look at scampers, his health and the hoops he has to jump through, we won't benefit much from being in his company. Perhaps he could give us directions to the mayor, though? I'd ask most other nobles what they think about the warden, but this guy is too likely to brag about his intrigue to help us.

This advisor intrigues me. How would he be able to slay me?

Edit:  
If we somehow find out that the mayor's advisor is an opponent of the warden's, we could lay the elven war plan on him. He'd be able to provide us with the neccecairy supplies for our escape. Maybe even have the elf tortured and told about fake anti-enviromentalist plans.

Edit2:  
Why not ask the idiot?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 17, 2013, 02:09:40 pm**

That face Ironion is making... I almost want to set him on fire for that and the song. (But still no, don't set him on fire)  
  
I say he's bluffing and is talking about himself in an exaggerated way to look good.

See if you can get anything out of him on where the mayor is (I doubt you will be able to for some reason...) and if you can't then then keep going. We should be careful though in believing what he says, not all of it may be true keep in mind.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 17, 2013, 02:34:42 pm**

Nerin, you should talk and act like the noble you are! not a spineless peasant! you were a lazy bastard all your life, have the other nobles take a look at your hands, are those the work-weary hands of a peasant? No! Muster all the security you have, look him in the eyes, and threaten the damn fool! The King wouldn't take it very well if he'd knew that, a legitimate noble, in his our of need, carrying important news for the mountain home, has been mistreated by a pompous fool!  
  
MOAR RESPECT FOR THE LORD OF THE GLITTERING CAVES!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 17, 2013, 02:51:45 pm**

Quote from: xominxac on February 17, 2013, 02:09:40 pm  
That face Ironion is making... I almost want to set him on fire for that and the song. (But still no, don't set him on fire)  
You'll turn around eventually. Still, we've got too many witnesses here. Maybe we could act impressed, say we know some ladies that would want to meet him, and ask for directions to his room?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Randy Gnoman** on **February 17, 2013, 03:09:37 pm**

Pull it together! You are the PROPHET of the GODS!  
  
Go and speak with the petty nobles of this fortress, but first- put this RAT in its PLACE!  
  
You speak with DIVINE AUTHORITY! Tell this sniveling creature that the gods live through YOU! Tell him that YOU were spared the fate of your comrades, to live as an INSTRUMENT OF THE DIVINE! Tell him that he is a mere SPECK OF DUST! AN INSECT! A WORM!  
  
Then urinate on his shoes.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 17, 2013, 03:18:22 pm**

We're facing a man-child here. One that possesses something sharp. Unless we can breathe fire or something, we shouldn't play the god angle.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 17, 2013, 03:27:38 pm**

Quote from: AfellowDwarf on February 17, 2013, 03:18:22 pm  
We're facing a man-child here. One that possesses something sharp. Unless we can breathe fire or something, we shouldn't play the god angle.  
  
What's that butter knife (sword) made out of anyways? Copper?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 17, 2013, 03:56:56 pm**

Quote from: xominxac on February 17, 2013, 03:27:38 pm  
What's that butter knife (sword) made out of anyways? Copper?  
Good point. Copper isn't beyond what we can handle with our **bare fists** and **plain clothing** before either he or scampers calls the guards. Besides, it's been some time since our guts had some fresh air, might as well let them out.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **☼!!Troll Fur Sock!!☼** on **February 17, 2013, 04:30:46 pm**

We should murder him and use his bones to build a totem of Armok, to pray for His help.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 17, 2013, 05:44:53 pm**

Murder him discreetly not in public. Also wear his clothes and assume his identity. If we can coerce that guy to sing for us, our disguise will be flawless.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 17, 2013, 05:54:31 pm**

Quote from: gman8181 on February 17, 2013, 05:44:53 pm

Murder him discreetly not in public. Also wear his clothes and assume his identity. If we can coerce that guy to sing for us, our disguise will be flawless.

You'd *want* to be taken for that guy? And heck, I'd try my luck at a hammering if the alternative was listening to that song everytime we met anyone.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 17, 2013, 06:09:38 pm**

It's not the greatest disguise but neither was rubbing snot and dried blood on our beard. It's just a temporary plan, so we can pretend to be a noble and make a move towards taking over the fort.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 17, 2013, 06:37:10 pm**

Quote from: gman8181 on February 17, 2013, 06:09:38 pm

It's not the greatest disguise but neither was rubbing snot and dried blood on our beard.

Hey! The blood just didn't stick, okay?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 17, 2013, 06:38:16 pm**

Quote from: xominxac on February 17, 2013, 03:27:38 pm

Quote from: AfellowDwarf on February 17, 2013, 03:18:22 pm

We're facing a man-child here. One that possesses something sharp. Unless we can breathe fire or something, we shouldn't play the god angle.

What's that butter knife (sword) made out of anyways? Copper?

It's a sheathed blade just very poorly shadowed :P

Yet another poll up...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 17, 2013, 07:18:51 pm**

Murdering him discreetly is up twice.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 17, 2013, 07:20:53 pm**

Fckn polls! They're the bane of my existence

Edit: there finally got all 5 options on there. Not touching anything o\_\_\_\_\_O

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 17, 2013, 11:44:11 pm**

Quote from: AfellowDwarf on February 17, 2013, 05:54:31 pm

Quote from: gman8181 on February 17, 2013, 05:44:53 pm

Murder him discreetly not in public. Also wear his clothes and assume his identity. If we can coerce that guy to sing for us, our disguise will be flawless.

You'd *want* to be taken for that guy? And heck, I'd try my luck at a hammering if the alternative was listening to that song everytime we met anyone.

Oh my word, the thought of people even thinking we are him is just horrifying.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 18, 2013, 04:53:28 am**

I say we give scampers a title when we take over this fort, and make Ironion serve him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 18, 2013, 10:59:25 am**

-I got no time for this, I am Nerin LORD OF THE GLITTERING CAVES!

-What...

-You are no more then a speck of dust at my feet, an insect, a worm! You might not comprehend my divine authority but you shall taste my wrath!

\*At this point one of the voices tried to wip out my cock, needless to say I managed to stop it. However it took an surprising amount of effort\*

-I didn't do anything!...And my dad could kick your ass.

Before even letting him finsish his sentence I turned my back on him and continued onwards into the depths of the fort. Besides the obvious differences between nobles and mere workers there was another major divergence, all the scanty soldiers armed only with an old copper sword and a buckler had been replaced by hoardes of battlehardened veterans. Upon reaching the mayors chamber I was searched by atleast half a dozen dwarves, most seemed confused by the contents of my backpack...

The room was of truly epic proportions, it might have been my imagination but I don't even think that one could see the back wall. But I guess the actual reason to why it was so hard to focus on trivial things such as the size would be the vast amount of gold lying there in piles taller then many trees. Well, to call it a pile would be bit of an understatement as it literary looked like a landscape of golden hills. I don't share this strong feeling of greed that I've seen in the hearts of so many dwarves but even I felt something aching inside me as I viewed the neverending sea of gold. The room was very dark but for a small lamp standing upon a stone desk of meager quality. The table seemed like an oasis of modesty in a desert of excessive wealth, the lamp intrigued me just as much but not because it was ordinary in any way but because I'd never seen a lamp before. It burned bright just like a torch but no smoke left it's flame, I guess it's some human invention or something wierd made by the elves.

At the table sat a lone dwarf. He was very short even by dwarven standard, somehow his lack of height accually made him even more intimidating. Suddently he looked up at me with sunken, dark eyes.

Spoiler (click to show/hide)





Our eyes met and we stared at each other in silence, I guess he was probably evaluating me while I simply didn't know what to say.

-Uhhm...I am Nerin...lord of the glittering caves.

-State your purpose.

-I...hnngg... I am the leader...as well as...the last survivor of Rocklod.

-So you are telling me that something happned to the outpost?

-We...we're ambushed by....uhmm...goblins.

-Well, well never really liked that dirty hole anyway.

-Huh?

-Do I have to repeat myself?

-You can't....can't say that! I'm the leader of Rocklod!

-Was\*.

-I demand a band of six ablebodied dwarves to reclaim my home!

-No.

-The King wouldn't take it very well if he'd knew that, a legitimate noble, in his hour of need, carrying important news for the mountain home, has been mistreated by a pompous fool!

\*The mayor suddently went quiet for a moment but when he spoke up once again he seemed slightly amused\*

-Well, can you somehow validate your story, I would very much like to believe you but as a leader you cannot be so naive.

He knows we're lying!

Keep calm Nerin.

But...but...

Nerin, you should talk and act like the noble you are! not a spineless peasant! you were a lazy bastard all your life, have the other nobles take a look at your hands, are those the work-weary hands of a peasant? No! Muster all the security you have, look him in the eyes, and threaten the damn fool!

-Then tell me Mayor does these hands look like the hands of a common peasant!? Change your attitude this very second or the king will be hearing about this!

\*The mayor gives a slow applause\*

-What is that supposed to mean?

-Nothing, you're a very convincing dwarf Nerin.

-So?

-But.

-I'm warning you!

-You seem very young to be Rolof Gravevictor.

-Uh...

Carp! He knew the old dorfs name!

Nerin.

He has just been fckn with me all this time, he must've known from the start!

Nerin!

This...This is...

Nerin!

What!?

Leave fast.

-Uhhm I am...Rolof's son.

-I don't think so.

-I'll get going now, don't worry.

-You there!-He calls out to the dwarves at the door- Would you show this little lord the way out perhaps? And you, could you go and get Tenebrosus?

One of the guards pulls me out while the other one hurries off to some unknown location.

Oh well...That was bit of a failure.

Nah, bad luck mate.

So you say.

Well, how could we know that he knew the old guy.

It was a shitty plan to begin with.

You lazy bastard, you don't want to do anything!

Maybe! but at least then I don't end up fckn things up.

No pain no gain loser.

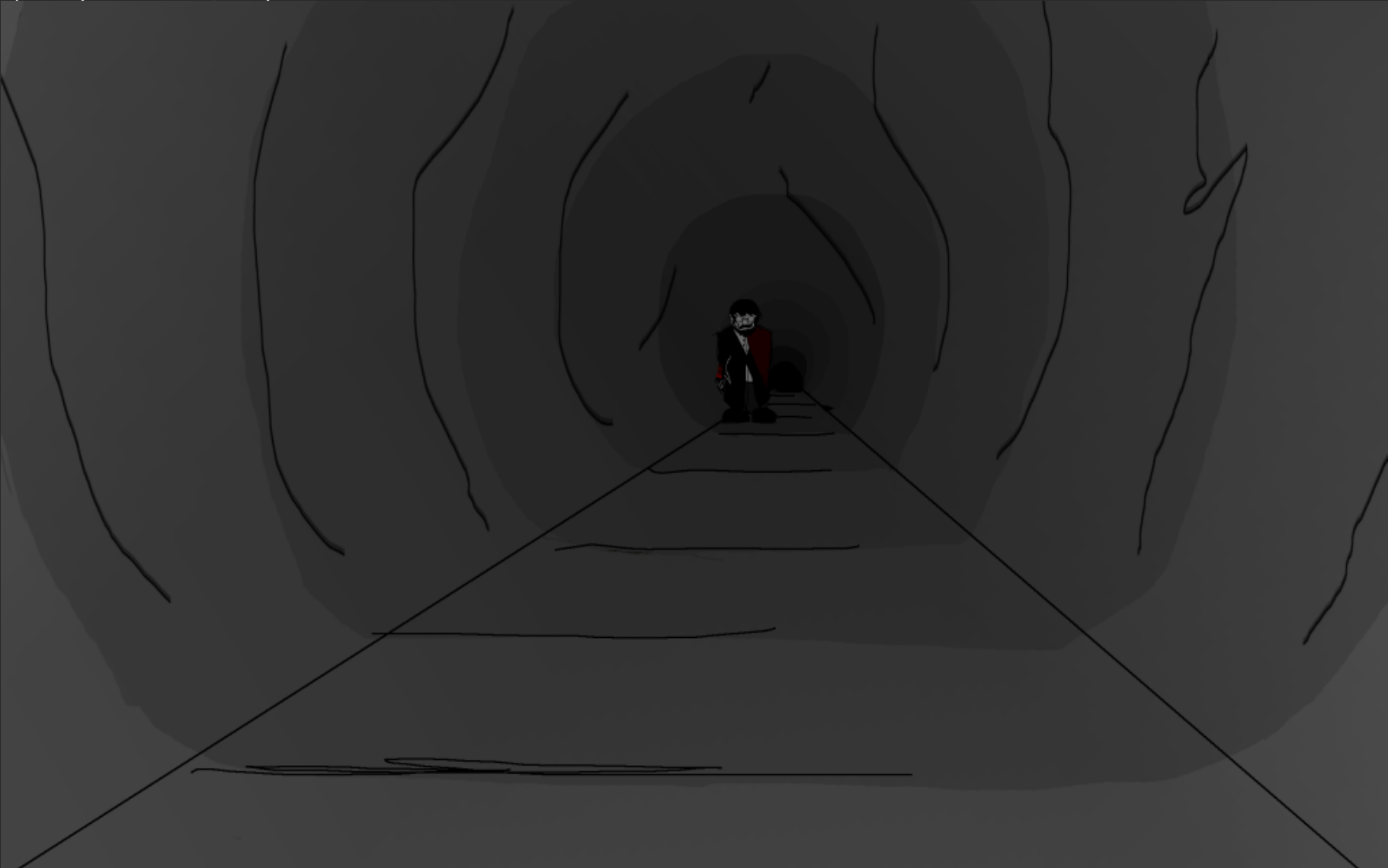
You guys suck. Why did I have to go insane...sigh

.

.

.

Guys?  
.  
.  
.  
Did I regain my sanity!?  
Shhh  
No...I guess not  
Shut up.  
What?  
Listen.  
...I don't hear anything.  
Exactly.  
Where are everyone?  
.  
.  
.  
.  
Nerin run.  
[Spoiler](#) (click to show/hide)



Quite a tricky situation. Hundreds of guards back the way he came and now this character is standing in between him and the rest of the fort.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: ☼!!Troll Fur Sock!!☼ on **February 18, 2013, 11:04:20 am**

Run past him screaming "IT"S NOT A ZOMBIE IT"S NOT A ZOMBIE IT"S NOT A ZOMBIE IT"S NOT A ZOMBIE IT"S NOT A ZOMBIE IT"S NOT A ZOMBIE IT"S NOT A ZOMBIE"

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 18, 2013, 12:22:04 pm**

Dang it, this figure is out for our skin. Maybe if we smoke the sock, the flour and the chestnuts, we could create a smoke curtain? (and rush towards the exit while wildly flailing our arms around?)

Edit:  
I believe Ironion was right. This guy, this 'Tenebrosus' is the mayor's second. We have made ourselves a threat to the mayor, and he won't stop untill we're dead and memorialized. We could go back to Ironion, beg him on our knees for protection.(But to be frank, I'd rather let this guy have his way with us then stoop that low.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **February 18, 2013, 12:32:48 pm**

Run at him with a speed born only of stark terror, then when getting close, duck and roll to get past.

If he engages us in combat, martial trance!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 18, 2013, 12:41:18 pm**

Quote from: Tevish Szat on February 18, 2013, 12:32:48 pm

If he engages us in combat, martial trance!

Should we bind the flour sack to the pipe in preparation? I don't think we have anything else that would pass as a weapon.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 18, 2013, 01:06:55 pm**

Shout that there's a wereboar behind him and to look out. Run while he's distracted. Actually let's go get infected by a wereboar. Then capture a bunch of boogeymen in a cage trap and release them in the fort. They will fear the night!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 18, 2013, 01:16:33 pm**

Quote from: gman8181 on February 18, 2013, 01:06:55 pm  
Shout that there's a wereboar behind him and to look out. Run while he's distracted. Actually let's go get infected by a wereboar. Then capture a bunch of boogeymen in a cage trap and release them in the fort. They will fear the night!

I still believe we should make a back entrance into the fort and conquer it with a elf-goblin colloberation effort.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 18, 2013, 01:19:36 pm**

I'd rather not ally with elves but I'm okay will allying with either humans or goblins. Can we still be a wereboar though? Please?!? We can cut off our limbs and beat people to death with them. Even better, we can become a necromancer, cut off our limbs, reanimate our limbs and have said limbs beat people to death on their own.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 18, 2013, 01:28:08 pm**

RUN!! through the lone guy tunnel, worst case is better to face 1 civilian than 100 veteran military.  
  
Then hide and remove the disguise.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 18, 2013, 01:37:10 pm**

Quote from: gman8181 on February 18, 2013, 01:19:36 pm  
I'd rather not ally with elves but I'm okay will allying with either humans or goblins.

Since the beginning of time, dwarves have been forced to commit the most undwarfly act of carpentry in order to sleep. Elves oppose this for the wrong reasons, but they've got the right idea. If we get elves to commit to a multi-racial fort, they will be more then glad to take this burden off the dwarves. As for the humans, they have no reason to war with this fort. And humans are tall, greedy bullies who'd probably strong-arm us into giving them the better end of the deal.

Quote from: gman8181 on February 18, 2013, 01:19:36 pm  
Can we still be a wereboar though? Please?!? We can cut off our limbs and beat people to death with them. Even better, we can become a necromancer, cut off our limbs, reanimate our limbs and have said limbs beat people to death on their own.

I've never been either, but it's to my understanding that werebeasts and necromancers can't drink alchohol. Surely, that's a far too great sacrifice.

Edit:  
If we make a smokescreen, and it fails, we will have something fiery to throw at the scary guy's face.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 18, 2013, 01:51:26 pm**

Werebeasts can eat and drink just the same as any normal dwarf. Actually, I'm pretty sure they still have to (they get hungry and thirsty in adventure mode anyway). Main difference is every month they regrow their limbs and become a monster. Necromancers don't need to eat or drink but I'm pretty sure they are still capable of it (they don't eat or drink in fortress mode but you can still eat and drink in adventure mode, it just doesn't do anything positive for you).

Edit: Alright fine, we can ally with elves as long as they don't stop us from making charcoal or other necessary products that require wood (or more importantly charcoal). Also we might want to swap out their wooden weapons for something more effective.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 18, 2013, 01:52:56 pm**

"Facepalm"  
You were supposed to say that as the "LAST" survivor you are now the leader, not that you were the leader from the start. Oh well not much can be done now.

With someone who looks like that it's almost better to go back to the soldiers, he looks like he means business. Only so many things you can do now. I would start talking to this guy and find out what he's doing exactly (and to find his secret weakness). If he rushes to attack us we are going to be properly screwed unless someone comes to help us or we

>INITIATE HARDCORE PARKOUR!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 18, 2013, 02:03:43 pm**

Quote from: gman8181 on February 18, 2013, 01:51:26 pm  
Werebeasts can eat and drink just the same as any normal dwarf. Actually, I'm pretty sure they still have to (they get hungry and thirsty in adventure mode anyway). Main difference is every month they regrow their limbs and become a monster. Necromancers don't need to eat or drink but I'm pretty sure they are still capable of it (they don't eat or drink in fortress mode but you can still eat and drink in adventure mode, it just doesn't do anything positive for you)

Fair enough. But we'd need to find some way of doing it without a great risk of death.

Quote from: gman8181 on February 18, 2013, 01:51:26 pm  
Edit: Alright fine, we can ally with elves as long as they don't stop us from making charcoal or other necessary products that require wood (or more importantly charcoal). Also we might want to swap out their wooden weapons for something more effective.

Wooden bows are still pretty effective, we can get some metal arrows from a human settlement. The elves' trained beasts will make for great meatshields, too. And I believe elves are more opposed to cutting down trees then to burning elf-approved wood.

Edit: We'll have plenty of elves and dwarves, but we'll be short on goblins. Now, amusing as it would be to kill a demon leader of a dark fort, we simply aren't up to it. (Unless we raise some manner of necromantic army, but that'd be rather detrimetnal to our diplomatic relations with non-goblins.) We need an easy way of getting more goblins to join our cause. I'd say atleast five breeding pairs if we want to make an impact. Maybe we could resque goblin prisoners from a human town, or take over bandit factions?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 18, 2013, 09:45:43 pm**

Quote from: xominxac on February 18, 2013, 01:52:56 pm  
"Facepalm"  
You were supposed to say that as the "LAST" survivor you are now the leader, not that you were the leader from the start. Oh well not much can be done now.

This. Maybe we can try later using a different disguise? maybe get some noble clothes and such or go back to our old fort to get some sort of documentation that proves our claim?

Quote from: [Kaos](#) on February 18, 2013, 09:45:43 pm

Quote from: [xominxac](#) on February 18, 2013, 01:52:56 pm

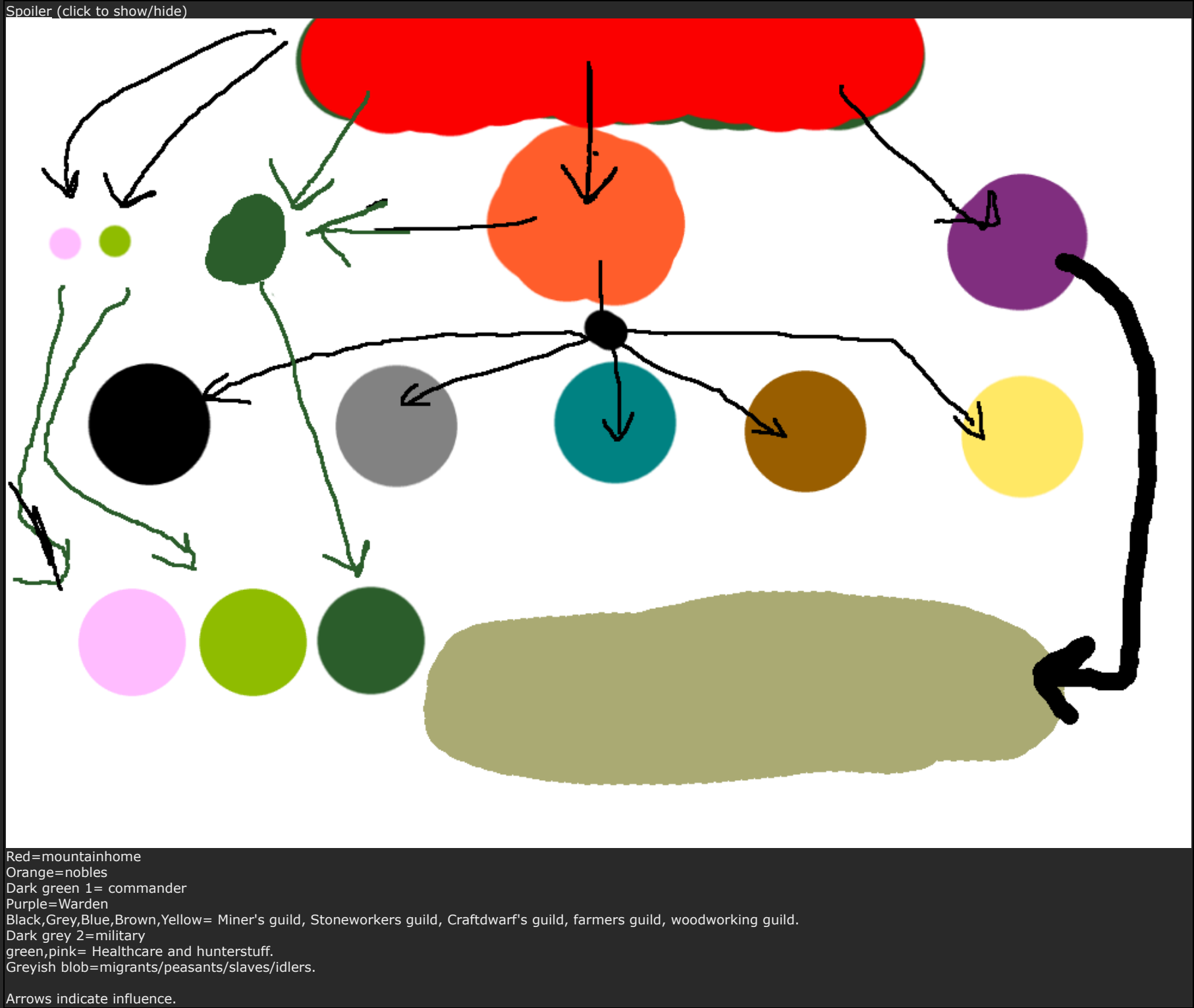
"Facepalm"  
You were supposed to say that as the "LAST" survivor you are now the leader, not that you were the leader from the start. Oh well not much can be done now.

This. Maybe we can try later using a different disguise? maybe get some noble clothes and such or go back to our old fort to get some sort of documentation that proves our claim?

I doubt the mayor will fall for anything like this again. The disguise sounds good (ok) but I'm not sure if we should deal with the mayor any more (use the disguise if necessary on the warden if we make out of this alive?). Now that we've seen what the mayor is like I suggest we find out what the warden is like (not any more suicide like than what we're up to now). At the best we would understand the political situation better and possibly (still doubt it) get help.

According to this,

Quote from: [slowpokez](#) on February 12, 2013, 06:11:55 pm



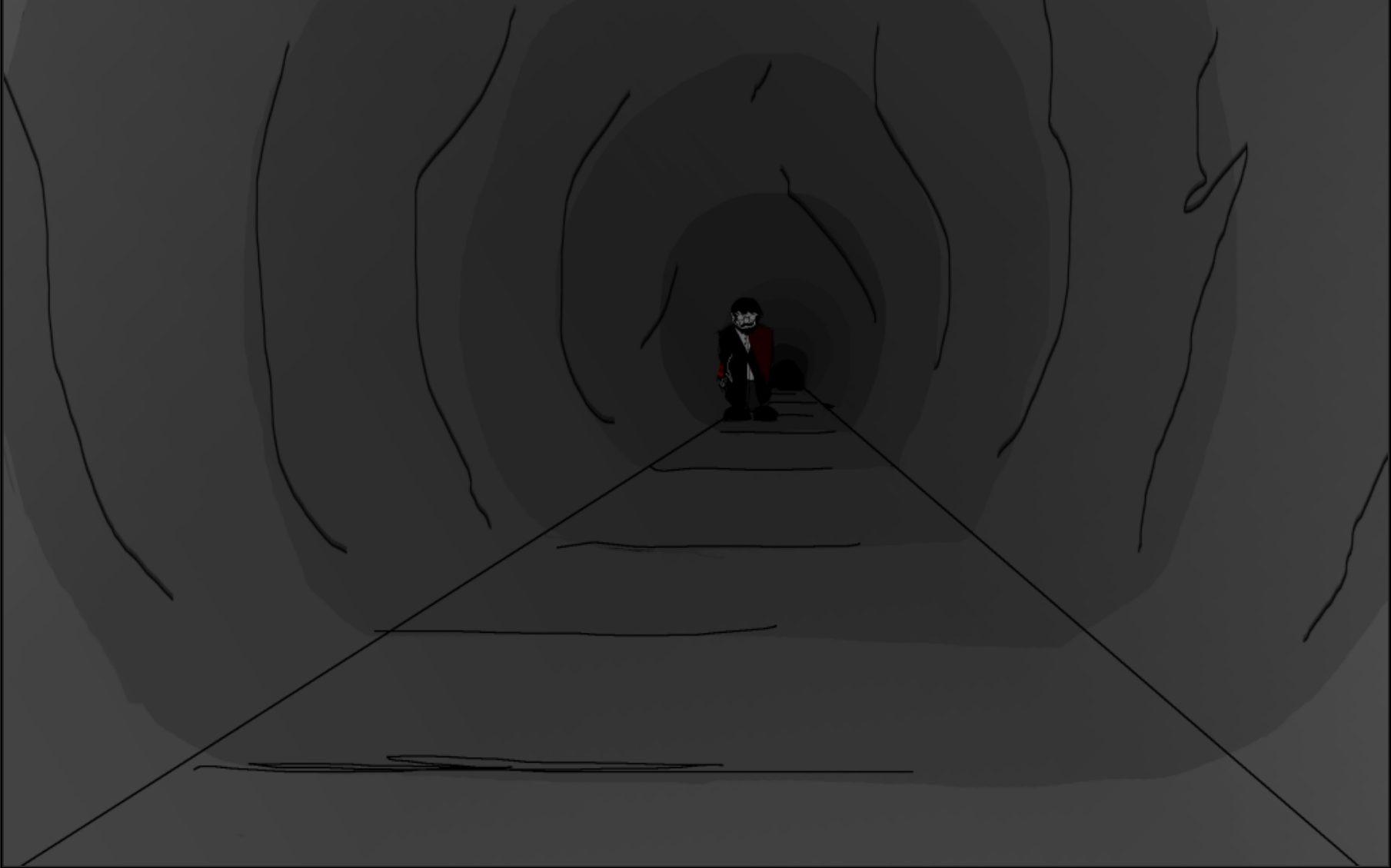
there are 2 major things that influence the fort (nobles, warden), 2 minor things that influence the fort (healthcare, hunters) (5 in all counting the military, but the military is also influenced by a group inside the fort, the nobles). Our main options to gain influence are either from the top, or from the bottom up (many minor ways but I won't include them). The top could be pretty fast but as we know (from talking with the mayor) can be very dangerous. If none of the top can/won't help us then we could always find another way. There are so many ways of getting help it's ridiculous.

Also, I honestly don't know what to do about that dwarf,

Quote from: [slowpokez](#) on February 18, 2013, 10:59:25 am

[Spoiler](#) (click to show/hide)





I only have ideas on what to do if we make out of this alive.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2013, 07:51:12 am**

Quote from: xominxac on February 19, 2013, 01:55:27 am  
I only have ideas on what to do if we make out of this alive.

Think about what we can do as a murderous ghost! No one knows our true name, not even we. We'd be unstoppable.  
Edit: I wonder if we'll be able to possess dwarves. That'd be usefull.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 19, 2013, 12:03:21 pm**

Maybe we could use our head being still hurt (or any other injury we might incur during our scape) as an excuse to approach the hospital to get diagnosed, then we could talk with the other faction that seems somewhat independent from the nobles and warden and has direct contact with the mountain home: healthcare faction.

Medics should be more empathic about our plight and should have traits like feeling rewarded by helping others and such, so they might give insight into what's up with the mayor and even gets us in contact with the mountain home and someone who actually cares about our fort being wiped out... I still think we should also look some sort of documents or proof in our old fort to back up our claim before proceeding further to the mountain home...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 19, 2013, 01:29:53 pm**

Quote from: Kaos on February 19, 2013, 12:03:21 pm  
Maybe we could use our head being still hurt (or any other injury we might incur during our scape) as an excuse to approach the hospital to get diagnosed, then we could talk with the other faction that seems somewhat independent from the nobles and warden and has direct contact with the mountain home: healthcare faction.  
  
Medics should be more empathic about our plight and should have traits like feeling rewarded by helping others and such, so they might give insight into what's up with the mayor and even gets us in contact with the mountain home and someone who actually cares about our fort being wiped out... I still think we should also look some sort of documents or proof in our old fort to back up our claim before proceeding further to the mountain home...

Sounds good to me. I'm not going to vote this round.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2013, 03:55:01 pm**

Well, it looks like run, duck roll wins. Alas, we'll smoke another day. Now let's pray nerin knows how to roll.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 19, 2013, 05:52:08 pm**

Roll you say?

Spoiler (click to show/hide)





Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2013, 06:03:46 pm**

Quote from: xominxac on February 19, 2013, 05:52:08 pm

Roll you say?

[Spoiler](#) (click to show/hide)



I believe we're screwed.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 19, 2013, 06:23:02 pm**

What the fck is going on? Where did everyone go!?  
Nerin just run!  
What is that!?  
An...axe?  
Yes...but it looks like it's been made by goblins...  
How can you tell?  
That edge isn't meant to kill a someone it's either used to maim a bigger foe or to torture prisoners.  
Uhhh...That's good! Dying is pretty bad you know.  
You two shut the fck up. Nerin, run at him with a speed born only of stark terror, then when getting close, duck and roll to get past.  
I'll....gulp...try.

[Spoiler](#) (click to show/hide)



-AAAARRGUUUGGGHHH  
Carp! Nerin he just fck'd up your shoulder pretty bad.  
I'm gonna dieeee!  
-Help me! Someone help me please!  
-Someone pleee hnnggg !  
[Spoiler](#) (click to show/hide)



My shoulder is burning and I can't....breath...  
Hold on Nerin! Don't die on us now!  
Easy...for...you....to...say...  
.  
.  
.  
...Did I just die?  
[Spoiler](#) (click to show/hide)



What is this place...  
[Spoiler](#) (click to show/hide)



-This is the inside of Extortusshis.  
[Spoiler](#) (click to show/hide)



-I don't understand...  
-Extortusshis is one of Silverdrops five artifacts, six if you count the lost throne. But it was not made by a dwarf from here, in fact it was not made by a dwarf at all. We got all the time in the world so I might aswell tell you the legend.  
[Spoiler](#) (click to show/hide)

It takes place in a time before time when gods still ruled the four corners of the world, long before the dark horrors were locked away. Armok's insatiable thirst for blood led him on a hunt, a neverending hunt where he would seek out every living being and slay them for his amusement. This went on for many centuries before he was banished to the depths of the earth, it was during this time that a certainly extraordinary event took place. Armok's hoardes of dark beings never met any resistance on their march throughout the lands, often their preys had already taken their own lives upon seeing the dark shadow rising over the horizon. However one day when his army charged through a small dawrven settlement something happned, the population of the fort was quickly extinguished but for one. Not only did the lone dwarf ignore the callings of death, he accually stood his ground and fought the neverending masses, Armok supposedly sat and watched the carnage for three days and three nights. When the sun rose on the third day Armok called back his legion of filth and malice and faced the dwarf eye to eye. Armok question was simple-Why do you fight? The dwarf painted red by the blood of his kin, his enemies and himself just awnsered- Why not? From that day onward the dwarf fought side by side with the undead and demons under Armok's command, it is said that his lust for blood was surpassed only by Armok himself. Many years passed this way until something happned, something that Armok did not understand. The unnamed warrior grew old, he began losing his strength and the only thing standing in between him and death was his will to fight. Armok then disappeared for a day but upon returning he brought with him a dark gauntlet, he gave it to the dwarf whom had lost both his arm and his sight. The gauntlet was however no ordinary gauntlet for it held the power to rip the lifeforce from ones body, the crippled dwarf fought a battle which might have been his last if it weren't for the gift he had been given. For every slash he made, for every punch he threw he could feel his old self returning... He never regained his sight but now he could join his undying brethren in a neverending crusade of slaughter. It is said that in Armok's last fight against the sun and the moon the unnamed dwarf was the last to fall.  
-What are you talking about!? I'm going crazy!  
-Time does not exist in here. It is just you and me.  
-I'll do anything! I just want to live!



-Your words mean nothing, and you life is already mine.

Guys!?

...

Guys...?

...

You...Blaaaaauuugghhh

[Spoiler](#) (click to show/hide)



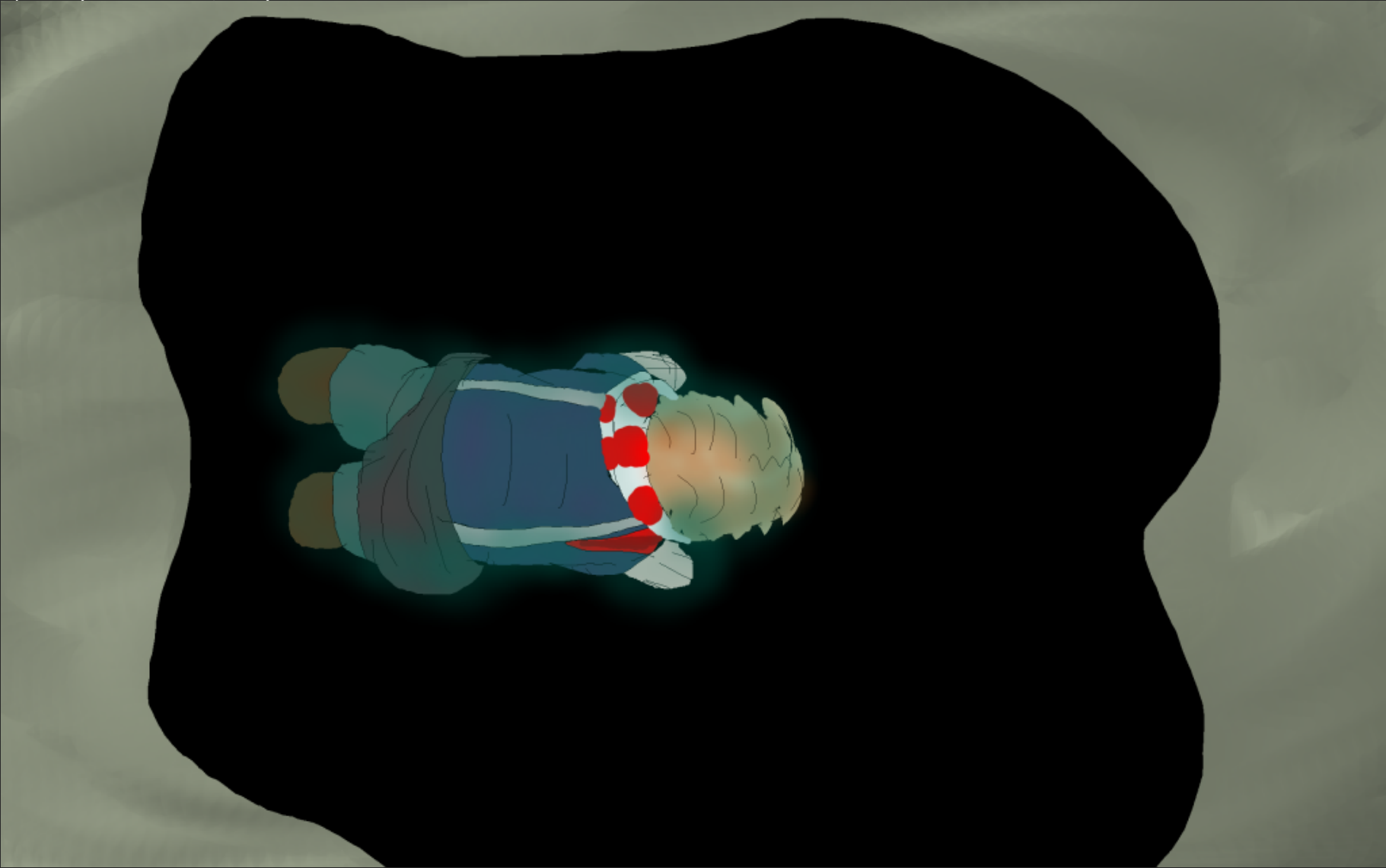
-What are you doing?

[Spoiler](#) (click to show/hide)



-What in Armok's name is going on here?

[Spoiler](#) (click to show/hide)



\*Tenebrosus begins to slowly back away from the goo\*

\*At first the black substance just poured out across the ground but...then it started twitching and sliding.\*

What is this sorcery!?

\*The liquid poured into slimy blobs that began crawling upwards, as if they were rising from the ground\*

-What are you!?

[Spoiler](#) (click to show/hide)



-If time might be and time might not, that we may never know. But Nerin is not alone that we know for sure.  
-Nerin!!! Your tricks won't work on me, I'll rip your soul out of it's miserable shell!!!  
-He can't hear you...  
-I'll...I'll slay you all!!!  
[Spoiler](#) (click to show/hide)



-Arrguu, my throat...  
What happned to me?  
[Spoiler](#) (click to show/hide)



What the fck!?! Is he...dead?  
That is fckn irrelevant Nerin! Now is your chance to run!  
But...but where!?! To the pub? To my room? To the other end of the fort?  
I don't know what's going on anymore...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2013, 06:39:51 pm**

Quote from: slowpokez on February 19, 2013, 06:23:02 pm

[Spoiler](#) (click to show/hide)



:D

All right, this fort is a hell-hole. It's starting to be literally so. We need to get out. Trying to gave esmar accompany us(or the reverse) would be wise, but to be frank: I'm not leaving brewster here. I say we intimidate the goblin into kidnapping him and get out as fast as we can.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 19, 2013, 06:46:34 pm**

Take the gauntlet, we may/will need it later in if in dire need (personally I think the mayor's a jerk for sending this guy to kill us in the first place, what better way to push our point across than coming back to him with the gauntlet of his best hitdwarf). Best to hide it for now because we're in no shape to use it, hide it in your room (or anywhere else no one would think to look for it) and then have someone at the pub go and discretely get medical help directly to us, not have us go to a hospital. The medical dwarves should be able to fix you up no problem as long as you aren't caught by the soldiers (since the mayor is still after us and he can order them about, we should stay away from any soldiers).

I cannot express how much we need to grab that gauntlet. It for one cannot go in the wrong hands, and two its so far going to be one of the best bargaining tools we will ever come across.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 19, 2013, 07:35:20 pm**

Wait I'm confused. Did Nerin just puke us out, at which point we proceeded to slaughter that hostile dwarf? If so that's pretty damn cool. Let's go puke ourselves up on the mayor and his guards too! :D

Oh and loot that dead dwarf's stuff. All of it looks pretty nice and it could be another fun disguise for us to wear.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Randy Gnoman** on **February 19, 2013, 07:36:22 pm**

Told you we were the voices of the Gods. Now loot his corpse.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 19, 2013, 07:51:15 pm**

Quote from: gman8181 on February 19, 2013, 07:35:20 pm

Wait I'm confused. Did Nerin just puke us out, at which point we proceeded to slaughter that hostile dwarf? If so that's pretty damn cool. Let's go puke ourselves up on the mayor and his guards too! :D

Oh and loot that dead dwarf's stuff. All of it looks pretty nice and it could be another fun disguise for us to wear.

All we saw was inside the artifact.

Quote from: slowpokez on February 19, 2013, 06:23:02 pm

-This is the inside of Extortusshis.  
-Extortusshis is one of Silverdrops five artifacts, but it was not made by a dwarf from here, in fact it was not made by a dwarf at all.  
The gauntlet was however no ordinary gauntlet for it held the power to rip the lifeforce from ones body.

-Time does not exist in here.

[Spoiler](#) (click to show/hide)



-If time might be and time might not, that we may never know. But Nerin is not alone that we know for sure.

Is it me or do they look suspiciously like  
[Spoiler](#) (click to show/hide)



Possibly the spirits of the dead dwarfs in our fort?

{sorry for edits so much}

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 19, 2013, 08:03:40 pm**

Quote from: xominxac on February 19, 2013, 07:51:15 pm

Is it me or do they look suspiciously like  
[Spoiler](#) (click to show/hide)



If that's the case then it's nothin' but a coincidence :P I guess my repertoar ain't limitless afterall.

Kinda funny how things turned out, always imagined this part to be one of the later chapters of Blackgate. But then again I really detest predictable storylines, so in a sense things just got more interesting. :P  
Perhaps I should've mentioned this earlier but I never go for that "plot-armor" sort of thing so if someone dies they die.

Seems like looting's our first priority here but the situation is still kinda troublesome, Nerin is bleeding and sooner or later someone's gonna come by.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 19, 2013, 08:11:11 pm**

Quote from: slowpokez on February 19, 2013, 08:03:40 pm

Seems like looting's our first priority here but the situation is still kinda troublesome, Nerin is bleeding and sooner or later someone's gonna come by.

Hence why after we loot him for the glove we ask one of our friends from the pub to discreetly get medical help for us.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on February 19, 2013, 08:15:01 pm**

The conversation made me think it was us, the guy says what is this sorcery and then our buddy Nerin starts puking up black goo which forms into monsters that kill our enemy. Also all that talk about Nerin never being alone and what not. Besides Nerin doesn't need his old fort buddies, he has us! :D (unless we are his old fort buddies?)

Anyway the gauntlet can heal us right? Let's just go kill something weak with it to heal ourselves. Unless going to get regular medical attention is somehow faster.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on February 19, 2013, 08:25:01 pm**

Quote from: gman8181 on February 19, 2013, 08:15:01 pm  
Anyway the gauntlet can heal us right? Let's just go kill something weak with it to heal ourselves. Unless going to get regular medical attention is somehow faster.

No, just no. I may be wrong (and I sure hope I am) but that glove was created for the purpose of killing things and if we use it willy nilly for our own sake... I just feel that it's going to corrupt us somehow. (ironic considering the black goo that came from him but still)

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on February 19, 2013, 08:29:59 pm**

How exactly would it corrupt us? I mean we aren't exactly the nicest mental voices in the first place; or are you worried about the glove gaining influence of Nerin instead of us? I don't think that's very likely tbh, but it could be a potential risk. Anyway we've been planning on killing people for a while now, so what difference does it make if the glove helps or maybe even nudges us towards it.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on February 19, 2013, 08:36:56 pm**

Quote from: gman8181 on February 19, 2013, 08:29:59 pm  
How exactly would it corrupt us? I mean we aren't exactly the nicest mental voices in the first place; or are you worried about the glove gaining influence of Nerin instead of us? I don't think that's very likely tbh, but it could be a potential risk. Anyway we've been planning on killing people for a while now, so what difference does it make if the glove helps or maybe even nudges us towards it.

If we lose our hold on him then what. Of what use would we be then?

Also I don't remember us planning on killing people, all I remember is planning to retake our fort (more or less).

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on February 19, 2013, 08:48:34 pm**

I think that's a fairly unlikely scenario but I can respect your paranoia. Maybe we could try letting someone allied with us test it out before we use it ourselves. I definitely want to use it at some point though; gaining it and not using it at all would be a monumental waste of an extremely valuable tool. Besides, from a OOC perspective I don't think slowpokez would give us something like that just for us to stick it in a locked chest under our bed. It's probably fine.

As far killing people... maybe that was just me, but I know at least a couple other people have suggested rather violent actions. Setting that noble on fire, throwing that heavy thing at the prisoners, trying to suffocate our old neighbor with an on fire sock. I'm sure there are more but I'm listing these off the top of my head, so that'll have to do for now.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Kaos on February 19, 2013, 08:55:38 pm**

1) grab the gauntlet  
wear it and see what happens :P

2) grab the cool axe and the rest of his things...

Depending on what happens we could use his stuff to disguise and escape to get medical aid, or use the disguise to get close to the mayor and kill him for being a douche... then see what's the deal with the warden (I'm assuming the guy we just killed was the Nefarious dude) if the warden is a douche kill him too and claim this fort for us!!!

Also:  
One gauntlet to rule them all!! if wearing the gauntlet makes us invisible we'll have to make a fellowship to destroy it in a volcano

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on February 19, 2013, 09:01:12 pm**

Ha, I knew there were other people here who liked killing. Anyway if we do wear the gauntlet we should use its power to heal Nerin. If we don't use it, we should go find medical help. Either way, I'd like to go kill that mayor later... slowly... by flaying off his skin while he still lives... We could also see if he has any living family members. Just saying.

Oh and let's go find a wereboar, catch it in a cage trap and let it bite our hand off. It'll totally be worth it long term.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on February 19, 2013, 09:09:27 pm**

At times I feel like I'm the voice of passiveness, I like to wait and see, think through before doing much.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on February 19, 2013, 09:12:58 pm**

Quote from: xominxac on February 19, 2013, 09:09:27 pm  
At times I feel like I'm the voice of passiveness, I like to wait and see, think through before doing much.

Excellent, so far we've got the voice of paranoia, the voice of reason and now the voice of passiveness. Seemingly getting insaner for every day. :D

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Kaos on February 19, 2013, 10:05:30 pm**

Quote from: slowpokez on February 19, 2013, 09:12:58 pm  
Quote from: xominxac on February 19, 2013, 09:09:27 pm



At times I feel like I'm the voice of passiveness, I like to wait and see, think through before doing much.

Excellent, so far we've got the voice of paranoia, the voice of reason and now the voice of passiveness. Seemingly getting insaner for every day. :D

what voice am I? :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **February 19, 2013, 11:18:10 pm**

Get the gauntlet and the weapon, stow them both and DO NOT PUT ON THE GAUNTLET. Frankly, it might be best if we toss that thing into SMR-obliteration, but not right now. If we can do so quickly, checking the hitman for change/jewelry can't hurt.

We need to go somewhere where we can get our wound sutured quickly, assuming it's as bad as it looked. That's wherever is closer (or a better call) of the Brewstery or the Hospital. Hospital is more of a risk of discovery, Brewstery is more of a risk of poor treatment, which we may have to barter with Pipe Smoking Dwarf to get

Our mission should be to obtain the other Artifacts of Silverdrop -- ideally including the throne (that's really intriguing). But of course, we need to learn what they are first.

We're going to end up back at the Brewstery sooner or later if we want any support of any kind, so it might do us well to head there sooner rather than later.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 20, 2013, 02:21:35 am**

Quote from: Tevish Szat on February 19, 2013, 11:18:10 pm

Get the gauntlet and the weapon, stow them both and DO NOT PUT ON THE GAUNTLET. Frankly, it might be best if we toss that thing into SMR-obliteration, but not right now.

I agree. The gauntlet is nothing but trouble. We could try an atom smasher before we throw it into SMR, though.

Seeing as the first four options (We didn't get to roll, so running and screaming would've got us hit. He's blind, so the smokescreen wouldn't have had any effect. This guy had been fighting for ages, so killing him with rock and pipe would've been hopeless.) didn't work, I assume the fifth would've brought us to the guy as well. We should avoid the guards.

Even though Slowpokez has mentioned that he doesn't like plot-armor, I say we cut off one of this guy's fingers(use the axe?), take all of his stuff we want and burn him just to be sure.

I think we should take his cape in addition to the gauntlet and axe. Maybe we could sell his glasses to the pipedwarf? We should see if he's wearing any jewelry.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 20, 2013, 05:18:30 am**

You guys think too small. We were looking for a guy to discretely kill and assume his position and identity. We are alone with the body of the most frightening individual in the fortress.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 20, 2013, 06:53:25 am**

Quote from: Tirion on February 20, 2013, 05:18:30 am

You guys think too small. We were looking for a guy to discretely kill and assume his position and identity. We are alone with the body of the most frightening individual in the fortress.

Posing as this guy successfully would involve wearing that dreaded gauntlet of his; If you miss a big metal claw, people will notice. Still, if we are going to wear it, we might as well take his place.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 20, 2013, 08:55:14 am**

Nerin, quickly take his stuff!  
I have to run away! People will come here!  
Take his stuff. Loot him. Grab the gauntlet and axe. He's dead anyway.

-Bag-  
[Spoiler](#) (click to show/hide)  
~~Solid rock cogwheel~~  
Rotting syrup roast  
Map of Blackgate  
~~A spare sock~~ Gulog's sock  
The scarf  
A handful Rowanberries  
My traveling coat and an empty pipe.  
A diorite earring  
A pair of loafers with holes in them  
A sack of chestnuts  
dried moths

A goblin axe  
Extortusshis  
A pair of glasses  
A "sidecape"  
A copper key  
An small unlabeled bottle  
A handkerchief  
216 coins

Great, now you run.  
Oh..ok.  
No. Burn him just to be sure. You know wouldn't want no legendary warrior coming after us.  
You do realize that this guy has two arms...right?  
Fck you Nerin...Burn him anyway.  
I...I can't do that.  
Oh, and while you're at it you might as well slice off his fingers as well.  
What...I...  
Oh for fck sake, Nerin stop being such an elf!  
But...  
This guy tried to kill you, you stupid crundlebastard!  
I guess...  
\*Proceeds to light his beard aflame\*  
Uhmm...guys?



Aye?  
I don't think he's dead.  
Ah well, too late for regret let's bail.  
Where are we going!? Run first think later!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 20, 2013, 10:05:59 am**

I'm a little confused here. Maybe beccouse of the lack of pictures. Two arms? Did we manage to cut off a finger or did we merely light him on fire? What signs of life is he giving? Is he actively chasing us, or simply moving a little?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 20, 2013, 10:15:41 am**

We have an axe. He has no helmet.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 20, 2013, 10:19:14 am**

Quote from: Tirion on February 20, 2013, 10:15:41 am

We have an axe. He has no helmet.

Good point. But we're the major's enemy, and we still need fixing up. If someone spots us lodging an axe into someone's brains, we're done for. And depending on his wrestling/dodging skill and how 'alive' he is, we might not want to fight him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 20, 2013, 12:11:10 pm**

Quote from: AfellowDwarf on February 20, 2013, 10:05:59 am

I'm a little confused here. Maybe beccouse of the lack of pictures. Two arms? Did we manage to cut off a finger or did we merely light him on fire? What signs of life is he giving? Is he actively chasing us, or simply moving a little?

The original owner of the glove only had one arm.  
"Merely" lit on fire.  
Has a pulse but not moving.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 20, 2013, 12:44:19 pm**

Quote from: slowpokez on February 20, 2013, 12:11:10 pm

The original owner of the glove only had one arm.

I figured he regenerated it with the power of the glove.

Quote from: slowpokez on February 20, 2013, 12:11:10 pm

"Merely" lit on fire.  
Has a pulse but not moving.

If we're not taking any body parts, we should ask \*euhg\* Ironion for the guy's full name later and slab him. I don't want to meet his ghost.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 20, 2013, 01:22:47 pm**

Get to the pub, have someone from there get you medical help.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Randy Gnoman** on **February 20, 2013, 01:43:02 pm**

On the gauntlet: testing does seem appropriate, but it is imperative that we do *not* give the gauntlet to somebody else. We should simply test it on a weak creature: a kitten, or a chick. Do this before getting medical attention, to see if it has any effect on our wounds. Whatever corrupting power the gauntlet has, it will surely be weaker when used on a weaker creature- and our prophet shall be protected by our glory, in any case.

Beyond that, we must acquire a helmet! The bad dwarves can still hear Nerin's thoughts. That's how the mayor knew he wasn't a leader. That's why we were attacked in the hallway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 20, 2013, 01:58:23 pm**

Quote from: Randy Gnoman on February 20, 2013, 01:43:02 pm

On the gauntlet: testing does seem appropriate, but it is imperative that we do *not* give the gauntlet to somebody else. We should simply test it on a weak creature: a kitten, or a chick.

Bah. If we must test it, we should make a monkey on a chain wear it. No need to do it ourselves.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 20, 2013, 06:40:25 pm**

according to his story this guy is just a dwarf, he's still alive maybe we should tie him up and hide him in a nearby ally or something, go to the brewery so we can attend more pressing matters, like hiding from the horde of military that's after us, and get us healed.

then we can secure this guy into the room or buy a pick and dig a secret room somewhere to use as hideout/HQ/interrogation chamber... make sure to tie him very good and gag his mouth so he doesn't scream...

we could even buy some sort of forgotten beast syndrome that causes paralysis to keep him on check...

we need to find out how the gauntlet works, this guy is the best for it...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 21, 2013, 04:55:04 am**

Quote from: Kaos on February 20, 2013, 06:40:25 pm

we need to find out how the gauntlet works, this guy is the best for it...

If there are any negative effects to wearing it, and any ways of preventing those, he'll lie about them. Besides, how would we put that fire out?

Edit:  
We should remove our disguise on our way to the brewstry.

Edit2:  
What do we tell them? We fell into an axe and a pot of gold?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 21, 2013, 09:30:15 am**

Put on the glove and strangle the hitman. Whatever spirit lives in it, we already kicked it's ass once.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 21, 2013, 10:39:38 am**

Quote from: Tirion on February 21, 2013, 09:30:15 am  
Whatever spirit lives in it, we already kicked it's ass once.

We took it by suprise. It knows our 'trick' now. If it takes over for five minutes, it could bring us into all kinds of trouble.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 22, 2013, 07:22:18 am**

Back towards the Brewstery!  
OK, ok.  
No, Nerin go back and kill him with the gauntlet.  
But he...he's on fire...  
Oh...well just get rid of your disguise.  
Sure...  
\*A few minutes of running later\*  
Spoiler (click to show/hide)



-You little bastard, what kinda trouble you've gotten ya'self into this time?  
Uhhh....the thing is...th...uhhm...

Should I tell them? Or what do I say?

Few updates lately cause I was outta town.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 22, 2013, 07:43:58 am**

We need to scare them. The mayor has gone mad, and is sending assasins to kill random dwarves. They make it look like accidents.(This is a fort, so there should be plenty of accidents to blame on them.) A tall, scary dwarf with glasses told us so in an evil speech, and wanted to set us on fire. He also told us he made a fortune serving the madman already. We only got away because he hit his head by accident. We took what we could from him and ran. Ask if any other dwarfs have caught fire recently.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 22, 2013, 10:35:36 am**

Keep it honest and simple. just not the whole truth, obviously :)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 22, 2013, 10:58:09 am**

We shouldn't tell anyone we have that gauntlet, in any case. And we didn't light him on fire, nor tried to take one of his fingers.(Unless they think this would be a logical thing to do, ofcourse.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 22, 2013, 11:42:00 am**

tell them but hide the gauntlet.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 22, 2013, 08:36:43 pm**

I think I'll remain silent for some time and see what happens when I don't say anything.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **February 22, 2013, 10:43:53 pm**

Quote from: Tirion on February 22, 2013, 10:35:36 am  
Keep it honest and simple. just not the whole truth, obviously :)

I think I agree with this, overall. Let's avoid spiritual realms or anything else that makes us sound like a nutter. Well, more of a nutter.

As for the Artifact of Doom... I think we are going to have to tell some of these people about it sooner or later if we stick with them, but not everyone here is necessarily going to be a part of our next step. Those that are need to know about the gauntlet, because if that *thing* starts to subvert us or someone else, others have to know what a threat the gauntlet-host could pose and how far gone they might well be.

It might help poor, dithering Nerin's resolve later if we have people who are willing to kill us if we go to the dark side, and pick up the torch of making this place better.

But let's focus on getting a band we SORT OF trust before finding anyone we trust that completely.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2013, 09:55:45 am**

Quote from: Tevish Szat on February 22, 2013, 10:43:53 pm  
As for the Artifact of Doom... I think we are going to have to tell some of these people about it sooner or later if we stick with them, but not everyone here is necessarily going to be a part of our next step.

If we manage to destroy it soon enough, we won't need to tell anyone. We could melt it down and turn it into floodgates that nobody will equip, or perhaps try to decrease its power by turning it into stacks of coins or crossbow bolts.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 23, 2013, 09:58:06 am**

Quote from: AfellowDwarf on February 23, 2013, 09:55:45 am  
Quote from: Tevish Szat on February 22, 2013, 10:43:53 pm  
As for the Artifact of Doom... I think we are going to have to tell some of these people about it sooner or later if we stick with them, but not everyone here is necessarily going to be a part of our next step.

If we manage to destroy it soon enough, we won't need to tell anyone. We could melt it down and turn it into floodgates that nobody will equip, or perhaps try to decrease its power by turning it into stacks of coins or crossbow bolts.

Well, artifacts are kind of indestructable.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2013, 10:02:10 am**

Quote from: slowpokez on February 23, 2013, 09:58:06 am  
Well, artifacts are kind of indestructable.

We could create an artifact bin that won't open once it's closed, then. Put the gauntlet in, and problem solved.

Edit:  
Maybe we could encase it into obsidian, then launch that obsidian into the sea?(For extra undesirbility, turn it into a poorly crafted statue of vermin with crudely drawn pictures of vermin all over it)

Edit2:  
We could see if we're able to perform that semi molten rock thing. We could ask them if they have magma forges already to find out if we can do that, later on. Or perhaps we could stop at golddrop or copperdrop sometime, and leave it there behind a constructed wall(bring a nethercap block)? No dwarf is returning there, and the other races won't deconstruct walls.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **February 23, 2013, 11:42:11 am**

I see someone (AfellowDwarf)is over thinking everything, i say we should keep it simple, take the girl our guy banged and the other dwarfs that he already knows somewhere private and tell them but not everything, we should keep it calm so i guess i suggest something between option:

Try and isolate a certain bunch of people before telling them.  
and option  
Keep it honest and simple. just not the whole truth, obviously

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2013, 12:11:22 pm**

Quote from: Lt\_Alfred on February 23, 2013, 11:42:11 am  
I see someone (AfellowDwarf)is over thinking everything,

Eh, we'll never get Brewster out of this hole while he's comfortable. I scheme on account of scaring his behind out of here. The gauntlet almost killed us, it's better to take precautions against the anomaly of a kobolt vampire (would fish and unobsidianised artifact out of the sea, no doubt.) then to encounter one unprepared. And how are we going to get hippos between us and crossbow bolts if we don't ally ourselves with the elves?

Edit:  
Also, if we tell them where we went, someone might take us for the same Nerin, LotGC that visited the mayor today. We didn't wear that disguise for nothing, and giving up that distinction now that the mayor wants us dead is less then smart. My 'conspiracy theory' allows us to implicate the mayor without implicating direct contact with him.

Edit2:  
Any option that isn't the honest simplicity would at least not make us a bigger target for the mayor's goons.

Edit3:  
Honest simplicity it is, it seems. We should buy a guard animal to wake us up when we're visited by the mayor's little helpers. Or maybe something poisonous that'll kill them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 23, 2013, 02:07:27 pm**

Quote from: Tevish Szat on February 22, 2013, 10:43:53 pm

Quote from: Tirion on February 22, 2013, 10:35:36 am

Keep it honest and simple. just not the whole truth, obviously :)

As for the Artifact of Doom... I think we are going to have to tell some of these people about it sooner or later if we stick with them, but not everyone here is necessarily going to be a part of our next step. Those that are need to know about the gauntlet, because if that *thing* starts to subvert us or someone else, others have to know what a threat the gauntlet-host could pose and how far gone they might well be.

It might help poor, dithering Nerin's resolve later if we have people who are willing to kill us if we go to the dark side, and pick up the torch of making this place better.

But let's focus on getting a band we SORT OF trust before finding anyone we trust that completely.

+1

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **triato** on **February 23, 2013, 05:08:53 pm**

The smoking dwarf is looking at us in a strange way. He knows something. I think he is Aragorn!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2013, 05:21:14 pm**

Quote from: triato on February 23, 2013, 05:08:53 pm

The smoking dwarf is looking at us in a strange way. He knows something. I think he is Aragorn!

Or maybe it's the gaping wound on or shoulder.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 23, 2013, 05:50:02 pm**

What, option 4 caught back up?

Well, who do we thrust?

The people in the immediate vicinity of Nerin would be - Brewster, Esmar, Razor, Piper and an old unintrduced dwarf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 23, 2013, 06:06:19 pm**

Quote from: slowpokez on February 23, 2013, 05:50:02 pm

What, option 4 caught back up?

Well, who do we thrust?

The people in the immediate vicinity of Nerin would be - Brewster, Esmar, Razor, Piper and an old unintrduced dwarf.

So we know everyone near us except for the old dwarf then. Not much different from just telling everyone.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2013, 06:11:54 pm**

We don't know the piper. We know he has an intrest in money, and that he knows his way around here well enough to smuggle pretty much anything. I don't think I'd trust him with gauntlet relating information; he might know about teneborsus. Now that I think about it, we might not want to sell him those glasses.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 23, 2013, 11:38:31 pm**

i say tell them all half of the story and see their reactions, depending on how they'll react we can determine who we can trust and who not.

and keep the god damn gauntlet just because it attacked us once doesn't mean its against us, we might be able to convince it to help us instead. remember "live" artifacts are contently searching for the right person to use them so why not us?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 24, 2013, 09:50:19 am**

Quote from: alonard on February 23, 2013, 11:38:31 pm

Remember "live" artifacts are contently searching for the right person to use them so why not us?

Our want for free will, maybe? The gauntlet doesn't give off red smoke because it wants to be our friend. That'd have to be pink smoke.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 24, 2013, 10:07:54 am**

Quote from: AfellowDwarf on February 24, 2013, 09:50:19 am

Quote from: alonard on February 23, 2013, 11:38:31 pm

Remember "live" artifacts are contently searching for the right person to use them so why not us?

Our want for free will, maybe? The gauntlet doesn't give off red smoke because it wants to be our friend. That'd have to be pink smoke.

i would be more worried if it was pink, i do agree we need to be careful with it about how much control we give it but it would be stupid to just throw away such a gift

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 24, 2013, 10:18:14 am**

Quote from: alonard on February 24, 2013, 10:07:54 am

i do agree we need to be careful with it about how much control we give it but it would be stupid to just throw away such a gift

That's the thing; we don't know how much controll we give it by putting it on. I'm not keen on finding that out, myself.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Randy Gnoman** on **February 24, 2013, 11:37:41 am**

I recall a poem on the topic of truth-telling, which is really one of my favorite.

"Tell all the truth but tell it slant,



Success in circuit lies,  
Too bright for our infirm delight  
The truth's superb surprise;

As lightning to the children eased  
With explanation kind,  
The truth must dazzle gradually  
Or every man be blind. "

Tell them we were attacked. Tell them we managed to subdue our attacker, but didn't kill him. Show them something- but not the gauntlet- to prove the story. Then tell them that we don't want to get the authorities involved.

As their trust in you deepens, slowly you can reveal the whole truth: that you are a prophet, and that they shall be your acolytes.

And Nerin: the gods murmur fearfully about the gauntlet. Lesser deities are always nervous when prophets increase their power. It is an item to be respected, and handled carefully- but do not attempt to destroy or discard it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 24, 2013, 11:51:13 am**

Quote from: Randy Gnomon on February 24, 2013, 11:37:41 am  
And Nerin: the gods murmur fearfully about the gauntlet. Lesser deities are always nervous when prophets increase their power.

\*Ahem\*

...

**You** dare call **me** a lesser deity?**I** am Gili Stonehelm, the god of fire and **reason**, the only one of us with enough **substance** to seperate himself from the crowd. I daresay **you** are the lesser deity, and are using the gauntlet in a lowly scheme to topple the balance of power.

On an unrelated note, we should have some mechanism of telling people we're out of controll. I suggest we tell them to kill us as soon as we wear a metal helmet.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **triato** on **February 24, 2013, 02:55:05 pm**

Ask if someone can take care of your wounded shoulder. After that we probably will have an oportunity to chat privately with whoever voluntiers. If everyone crowds around us, we can ask for space since we ''can hardly regain our breth''.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 24, 2013, 04:45:55 pm**

-I went over to the mayors office and...tried to regain my title as the leader of Rocklod, afterall I am the lone survivor.  
-Bwhahah, ya should've talked to someone first. Anyone could've told ya that the mayor 'imself is a real bastard, only thinkin' 'bout his gold all the time. You could say sharin' aint kinda his thing, eh.  
-Uhhh...well I came to that conclusion myself. He sent someone after me to kill me...  
-Then how come this little bastard is standing in my bar then, eh? The mayor rarly doesnt get things the way he wants 'em.  
-This dwarf all clothed in black came after me with an axe and...well, he kinda sliced up my shoulder pretty bad but then...I knocked him out.  
-Huh, I was following your story pretty damn good up until the part where ya decided to knock the bastard out. How the fck did ya manage that, eh?  
-Honestly? You fought one of the mayors men, those guys aren't like the warden's rag-tag militia you know.  
-Why is...the rum always gone?  
-I..don't know... I got lucky I guess.  
-Bwahaha, I'd give ya a drink but you seem to be in the need of somethin' else there mate.  
-Ah well...yea I don't feel too good...  
-But...  
-Mhhm?  
-Is it really safe to go to the hospital? They'll probably be looking for me there, right?  
-Bwhahaha, you know bwahaha...  
-Pull yourself together fatso.  
-Okay, here's the deal. In one way you might accually say that the hospital would be the safest place for you right now. You see they're not part of the general system, much like my own humble establishment. But you might wonder why, isn't the chief medical dwarf a noble like the rest? Well, yea. But noone wants anything to do with the guy, not the mayor, not the warden, not even the Mountainhomes. That doesn't mean they haven't tried in the past, oh no they have. A couple of years ago the mayor sent one of his underlings to deal with all that bureaucracy bullshit. The kid didn't know much about the doctor so he just went down there to do his ususal business, imagine his reaction when the the chief just decided to bring him in him in for an emergancy heart transplant.  
-Funny thing is, the kid survived and was as healthy as ever before. Well physically at least, suffered heavy mental trauma and drowned himself in a barrel of plump wine a week later.  
-You said...-in one way it might be the safest place?  
-Ah well, the doctor just happens to be batshit crazy.  
[Spoiler](#) (click to show/hide)



O \_\_\_\_ O'  
Did you guys hear what he just said!? We can't go there!

...epens, slowly you can reveal the whole truth: that you are a prophet, and that they shall be your acolytes.  
And Nerin: the gods murmur fearfully about the gauntlet. Lesser deities are always nervous when prophets increase their power. It is an item to be respected, and handled carefully- but do not attempt to destroy or discard it.  
\*Ahem\*  
...  
You dare call me a lesser deity?I am Gili Stonehelm, the god of fire and reason, the only one of us with enough substance to seperate himself from the crowd. I daresay you are the lesser deity, and are using the gauntlet in a lowly scheme to topple the balance of power. Are you guys even paying attention!?  
Shut up Nerin!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 24, 2013, 05:10:10 pm**

We should buy an extremely stiff drink(or just a lot of drink) and a blindfold#. If we're too drunk to remember what happened, we can't get traumatized. We had better stash our stuff in our room before we head there, though. We don't want the doctor to get hold of the gauntlet, and our axe isn't exactly suitable for performing surgeries.

We should also buy a new map now that we've got the cash and the chance. Maybe a top that isn't damaged? I still suggest a dress.

Edit:  
We had best carry the drink with us to the hospital entrance. We want to be concious enough to reach the doctor.

#Edit2:  
Any lap of cloth would do. Now I think about it, we might as well use the cape and save money.

Edit3:  
Drinking too much(I'm thinking an entire barrel of cheap and strong liquer) in our current state might not be healthy(not even when we're unwounded, probably) but this doctor can do a heart transplant without a donor. I'm sure he's able keep us from getting damaged by alchohol poisoning.

We should also buy a mug to drink out of. I suggest either a magma safe mug(pitchblende, olivine), or a burnable mug(bimutonous coal, or featherwood if we want to be a wood-drinking elf)

Edit4:  
We should tell the doctor that the mayor's men are out to kill us, especially one tall guy with very serious burns.

Since we're going to be wasted when we get there, we should write this on a note, as well as that the wound on our shoulder needs fixing. We need to buy something to write on and something to write with(though, perhaps we could use our own blood to safe money, maybe write it on our current shirt before we start drinking? We could also us our old map.). Anotheredit: there is no need to buy a pencil/feather. We can just write with the thin end of the glasses.

Edit5:  
We needn't go to our room if we ask Brewster or Esmar to safeguard our belongings. Maybe brewster has some kind of storage service?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 24, 2013, 06:38:31 pm**

|                                                                                                                                                                                                                                                                                                                                                     |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: AfellowDwarf on February 24, 2013, 05:10:10 pm                                                                                                                                                                                                                                                                                          |
| We should buy an extremely stiff drink(or just a lot of drink) and a blindfold#. If we're too drunk to remember what happened, we can't get traumatized. We had better stash our stuff in our room before we head there, though. We don't want the doctor to get hold of the gauntlet, and our axe isn't exactly suitable for performing surgeries. |
| We should also buy a new map now that we've got the cash and the chance. Maybe a top that isn't damaged? I still suggest a dress.                                                                                                                                                                                                                   |
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Since we're going to be wasted when we get there, we should write this on a note, as well as that the wound on our shoulder needs fixing. We need to buy something to write on and something to write with(though, perhaps we could use our own blood to safe money, maybe write it on our current shirt before we start drinking? We could also us our old map.). Anotheredit: there is no need to buy a pencil/feather. We can just write with the thin end of the glasses.

Can't we just get a doctor to come and see us?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 24, 2013, 06:44:34 pm**

I don't think a doctor woud come and see us immediately. And we're still in danger from the mayor's men. We might need to flee soon, or fight. I'd rather do so with a closed shoulder. This medical dwarf is also the best doctor around; the kid got a heart transplant without a donor, and walked away the next day. We're not going to have to let our wounds heal if he fixes us. Besides, we don't know who this other doctor you're suggesting might work for, or to who he might talk about us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 24, 2013, 06:50:40 pm**

Quote from: AfellowDwarf on February 24, 2013, 06:44:34 pm

This medical dwarf is also the best doctor around; the kid got a heart transplant without a donor and walked away the next day.

You got a point. On to the doctor! Who cares if he's insane.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 24, 2013, 06:51:46 pm**

Quote from: xominxac on February 24, 2013, 06:50:40 pm

You got a point. On to the doctor! Who cares if he's insane.

It's not like we'll remember, anyway.

Edit:  
We should specify that the burned dwarf wore pants. I think ass-crack has learned his lesson by now; we needn't paint him as one of the mayor's men if he survived.

Edit2:  
If Brewster hasn't got a storage service, we could buy a coffer with lock for ourselves. I suggest we take a cinnabar one(it's the hardest to steal, and we'd have bigger troubles if the brewstry got flooded with magma anyway). I bet Brewster will allow us to put it into his brewstry if we offer to let him rent it out once we're done with it.

Edit3:  
Let's politely ask Esmar to help us carry the liquer. We might have trouble carrying stuff with our injured shoulder.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 24, 2013, 10:55:31 pm**

Let's store the stuff as suggested at the brewery, then go to the hospital to get treated. Remove/change disguise, maybe convince our dwarfette special friend to come with us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 25, 2013, 10:45:08 am**

I'm starting to think I may need to try to be more.. summarily?  
Anyway, fixing ourselves would probably be a bad idea. Sure, doctor skills are usefull, but it might be wise to practice them on people who aren't Nerin becouse of the fair risk of death.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 25, 2013, 11:24:30 am**

Quote from: AfellowDwarf on February 25, 2013, 10:45:08 am

I'm starting to think I may need to try to be more.. summarily?

Ofc not ;D, great filler content.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 25, 2013, 02:24:14 pm**

We should also mention or write that we've been hit in the head. If we had a fracture or something without realizing it, the doctor will be able to fix that too.

Edit:  
Unrelatedly, I was just looking at the gauntlet post and noticed the hedgehog. I guess I was too focussed on my dress before.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 26, 2013, 02:18:36 pm**

-Ummh....well, I guess I have to go...  
-Aye, good luck mate. You'll need it, bwahahaha.  
-You know what...I think I'll have that free drink beafore I go...  
-Bwahahah, now that's the talk of a real dorf right there.  
-Just get me something strong.  
-Time for another Monarch-butterly then, ey?  
-No...just no. Get me some rum or something.  
-Your loss mate.  
-Ah, and another thing...think you could hold on to my bag while I'm gone?  
-Sure won't be a problem.  
\*After a mug of liquid courage I head towards the hospital\*

My vision had gone a bit blurry so rather then walking I stumbled forward at a disgraceful manner, hopefully it was just the of the alcohol and had nothing to do with some sort of bloodloss or infection. As I was about to leave the bar someone approached me as if they were about to help me, but instead the dwarf put his arm around my neck and started speaking silently in a deep, raspy voice.  
Spoiler (click to show/hide)



-How about a deal?  
\*He whips out a small but relatively heavy sack.\*  
-Uh...a deal?  
-You know what I am talking about.  
-Uhhm...  
- A thousand Urist.  
-Euhhm...eh..

Does he want the gauntlet!?  
Yes, Nerin. That is what he said. ::)  
But...  
You have no use for it, just give it to him.  
Well, when...  
No, for fuck sake Nerin he's ripping you off. It's an artifact, you can't just go and sell that!  
I don't know...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 26, 2013, 02:34:25 pm**

As much as I'd like to rid ourselves of that dreaded thing, I'd dread to see anyone put it on again. It needs t be hidden or destroyed.

Also, an artifact gauntlet is worth more then that, unless it's made out of common stone or something.

On the other hand, this guy has weapons, and brewster is guarding our stuff. We need to ask him what happens if we don't hand him the gauntlet(maybe what he'll do with it).

If he'll leave it, I say we deny him. If he'll take it anyway, we should raise the price.

Edit:  
Also, we need to tell him\*quietly\* that the gauntet has a will of its own.

If he plans to destroy it, we should offer to help him once we get back(But we shouldn't let him carry it in this case. I'm not getting conned out of this.)

Edit2:  
Alternatively, grab the pipe, stab it in one of his eyes(both if applicable), take the bag and run. Or stumble briskly, at least.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 26, 2013, 03:37:00 pm**

HAHAHA this guy must think we're an idiot. As if whatever money he's offering is going to be more valuable than this artifact. Forget this loser, lets just get to the doctor.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 26, 2013, 03:42:53 pm**

Quote from: gman8181 on February 26, 2013, 03:37:00 pm  
HAHAHA this guy must think we're an idiot. As if whatever money he's offering is going to be more valuable than this artifact. Forget this loser, lets just get to the doctor.  
We should really consider his options better. He sells anything, that probably includes weapons, and he has at least a thousand urists worth of gauntlet aquisition funds. He can afford enough kit with that to kill all the unarmed civilians in the brewstry. And Esmar woul have to get pretty lucky to beat a guy in armor.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 26, 2013, 03:47:09 pm**

I know some of you guys are against using the gauntlet but it really is a valuable and probably very powerful tool. We shouldn't be giving it away. If anything we should be looking to find safe ways of using it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 26, 2013, 03:58:58 pm**



If he murders Brewster and Esmar while we're in the hospital, we'll have no gauntlet, no items and no allies. Merely not having a gauntlet beats that, especially with the warden and the mayor on our tail.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 26, 2013, 05:12:33 pm**

Put that freaking gauntlet on and punch the bastard in the face. Good for testing it's life leeching powers.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **February 26, 2013, 05:29:00 pm**

Ignore him for a moment and warn Brewster about this guy. Return to him and politely decline his offer by calling him a lunatic for offering such a low price and tell him you will speak with him afterwards in your room (rush away before telling him where your room is).

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 26, 2013, 07:19:39 pm**

we should ask him what he wants specifically, maybe he just saw the glasses or the goblin axe we took from Tenebrous, and is offering coins for that, anyway we should tell him we'll deal with him after the hospital, maybe we should get to talk with an appraiser after leaving the hospital to get a fair idea of how much our crap is really worth, so we can barter with this guy.

If we deal with him ask for expensive gems instead of coins, those are valuable everywhere in the world the coins only work for this civ.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **February 26, 2013, 09:49:30 pm**

The gauntlet is worth way more than 1000. The cheapest artifacts are around 4000, and Extortusshis is a very powerful artifact. Probably worth at least 100 000 urist.

Fighting him with Extortusshis would be a bad idea, because our right arm is injured and it is a right handed gauntlet. Probably best to just politely refuse the deal and trust Brewster to keep the gauntlet safe.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **February 27, 2013, 12:13:44 am**

Turning him down politely is good -- though it might be best if when we did so we left him with the impression the door was still open to bargain with us when we got stitched up. I'd also kind of trust Esmar with the artifact more than Brewster at this point. Brewster's great, but he clearly samples plenty of his own wares over the course of a night (as we saw last time), meaning a sober Pipe Smoking Dwarf could get the better of him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 27, 2013, 10:50:26 am**

Quote from: xominxac on February 26, 2013, 05:29:00 pm  
Ignore him for a moment and warn Brewster about this guy.

I agree we should tell Brewster that he should watch out for the piper. How about we tell him he can use our goblin axe if he needs to?

Thinking about ways to destroy the gauntlet, maybe if we soak it in monarch butterfly for long enough?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **February 27, 2013, 02:43:13 pm**

ok voices you are getting annoying with your paranoia, i vote we put on the god damn glove after we get healed to find out once and for all what it's effect on us is. if we dont like the outcome we sell it to the guy and be done with it. so no more talking about destroying it before we see the doc ok?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 27, 2013, 03:38:47 pm**

Quote from: alonard on February 27, 2013, 02:43:13 pm  
I vote we put on the god damn glove after we get healed to find out once and for all what it's effect on us is. if we dont like the outcome we sell it to the guy and be done with it.

Of course, the result could also lead to us standing atop a pile of corpses, in the aim of crossbows. That'd leave very little time to sell anything. And once word spreads, nobody is going to want to buy the murder mitten.

Quote from: alonard on February 27, 2013, 02:43:13 pm  
So no more talking about destroying it before we see the doc ok?

It's the most relevant and least distastefull material I have at the moment. Besides, you have no power over me. But since you don't want paranoia, I'll bring out some more out of the box thinking.

If we tie a big enough monkey(that's been paralyzed by spine damage) to our chest, its arms to our arms and its fingers to ours as well, we could 'wear' the gauntlet without actually wearing it. Grabbing someone by the neck would be instakill.(As an added bonus, we'd have a legendary monkey pet)

Edit: Or we could take a small monkey, also paralyzed, and tie it to our arm. We could chop off it's unnecceairy limbs to make him easy to carry. And we'd get monkey meat to train him with.

Edit2: We could tie another monkey to our head and start a small scale breeding program. We could make monkey sized armor for our monkeys from their childrens' skin. Maybe we could keep a few monkeys in handy in case one of our monkeys die in battle.

Edit3: Maybe we could take the muliated monkey's limb bones and make a helmet for him? And how about we make a mitten out of his other arm's skin for him to wear under his gauntlet. We could make another one for ourselves(from his feet) so that we don't need to touch the monkey with our bare arm. Anotheredit: We should leave the tail on for style.

Edit4:  
Monkeys are hard to come by, and expensive. We should practise our (animal)surgery on cheap rabbits. Would baby rabbits be cheaper? Or maybe if we bought a turkey, practised our surgery on him, then used the remains to catch vermin, then practised on those?

Alternatively, we could get an undead hand and tie it to a stick.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 27, 2013, 04:52:50 pm**

Quote from: AfellowDwarf on February 27, 2013, 03:38:47 pm

[Quote from: alonard on February 27, 2013, 02:43:13 pm](#)  
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Alternatively, we could get an undead hand and tie it to a stick.

I know that some day people will vote for your stupid plans but...that day is probably not today...

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on February 27, 2013, 04:57:51 pm**

I'd be really weirded out if someone actually voted for that plan. I wouldn't vote for it myself, at any rate. Monkey mutilation and ripping apart rabbits is a tad too far. And I suppose I went a little too far on this one. I'll be less disturbing in the future.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on February 27, 2013, 05:29:06 pm**

[Quote from: AfellowDwarf on February 27, 2013, 04:57:51 pm](#)  
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-

[Quote from: slowpokez on February 25, 2013, 11:24:30 am](#)  
Ofc not ;D, great filler content.

Mhhmmm, quoting myself again

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on March 01, 2013, 03:10:58 am**

[Quote from: slowpokez on February 27, 2013, 05:29:06 pm](#)  
[Quote from: AfellowDwarf on February 27, 2013, 04:57:51 pm](#)  
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-

[Quote from: slowpokez on February 25, 2013, 11:24:30 am](#)  
Ofc not ;D, great filler content.

Mhhmmm, quoting myself again

Lets do this! (And no I'm not saying we should mutilate monkeys, I'm saying lets keep going.)

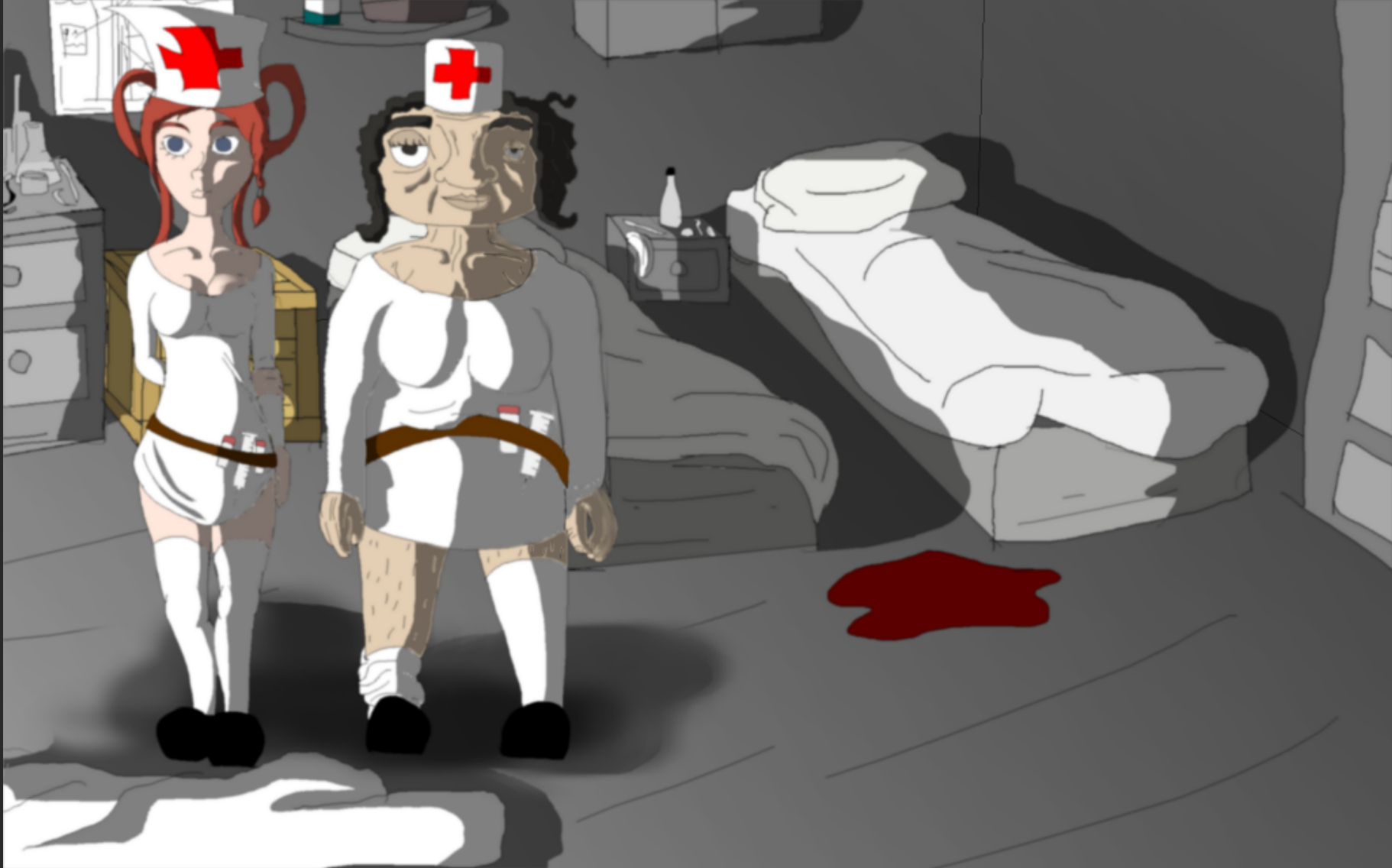
**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on March 02, 2013, 12:41:28 pm**

-Uhhm, I'm sorry but I'm in bit of a hurry...  
-Hmmp hh  
-Maybe we could continue this discussion at a later date?  
-Don't worry I'll find you.  
-Uhhh....I'll be off then...

\*Struggles down to the hospital\*

Nerin, what are you waiting for?- one of the voices burst out as I hesitate in front of the door.  
Maybe this is bad...remember what they said back at the bar...  
You know your shoulder aint gonna fix it self.  
Yea...but...  
How bad can it, eh?

I take a deep breath and open the door.  
[Spoiler](#) (click to show/hide)



Huh? the doc isn't here?  
-Uhhm...excuse me, I'm....a bit hurt.  
-Don't worry darlin', we'll take care of you.  
-The doc will be here any minute now.

-Ehhm...well I think I hurt my shoulder.  
-Yes it would seem that way, you could lie down over.  
-I'll go get the doctor just wait a moment

I tried to lie back and relax...all I could think about was the horrific doctor. I tried to calm myself but my eyes was repeatedly crawling towards the door. My hands began shaking violently...my beard was soaked in sweat...I couldn't breath...  
Suddently I heard the door slowly opening...  
[Spoiler](#) (click to show/hide)



The door flung up with such force that the bed covers swayed like sails in a storm.  
[Spoiler](#) (click to show/hide)





What the fuck?

.  
.   
.   
not really what I was expecting...

-Good day brother! You seem to be in a pityful state! How bout we get you patched up?  
-Ughyuhh...uhmm...yes.  
-Don't be afraid I'm a doctor!  
-I already kne-  
-Allrighty then! You got any money?  
- Well, the thi-  
-Hahah! The fee is 100 coins!  
-That's quite a bi-  
-But here's the thing! You could get the treatment for free!  
-You aren't going to let me answ-  
-No need to answer! There is no catch!  
-Then why would someone p-  
-However! The deal comes with a bonus! You get me as your surgeon!  
-Oh...  
-Shall we get started then!?

Quote from: xominxac on March 01, 2013, 03:10:58 am

Lets do this! (And no I'm not saying we should mutilate monkeys, I'm saying lets keep going.)

I'm lazy.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 02, 2013, 01:23:08 pm**

Let this guy experiment on us. Maybe we will get a gizzard, or an extra finger or something. We could try staying awake and watching, so that we will gain medical knowledge.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 02, 2013, 01:45:52 pm**

Just the standard treatment please.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 02, 2013, 02:38:10 pm**

Let's warn him about the mayor's men(especially teneborsus, he'll be burnt in the face if he's alive) and take the free treatment.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **March 02, 2013, 03:52:01 pm**

I say take the free treatment. the last we heard about this guy, he performed an insane operation with total success. It broke the patient's mind, but we're already insane, so what do we have to lose from someone so skilled?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 02, 2013, 04:06:11 pm**

Besides, we'll kill him if he tries to get in Nerin's head. Mid-surgery or otherwise.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 02, 2013, 10:36:44 pm**

Maybe the fee is to get a "special" treatment from that young nurse? :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 03, 2013, 05:54:06 am**

Well, it seems we're all pretty much in agreement. So I'll just put up a few different proposals.

- We could try twist his insanity logic in a way that makes him pay us for the operation.
- We could hit on the nurses.
- We could ask for a rectal exam.
- We could take his headband and tell him we're a doctor as well.
- We could tell him that the mayor caught some manner of syndrome on a body part that he needs to function.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 03, 2013, 11:47:12 am**

Quote from: AfellowDwarf on March 03, 2013, 05:54:06 am

- We could ask for a rectal exam.

Spoiler (click to show/hide)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 03, 2013, 12:08:57 pm**

I also suggested we hit on the nurses. I think that makes me bi.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 03, 2013, 01:30:19 pm**

Please, if anyone's going to be doing any hitting it will be us smashing the face of the pipe dwarf if he tries to steal the gauntlet from us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 03, 2013, 03:28:49 pm**

Who actually *voted* for the rectal exam? :o  
Spoiler (click to show/hide)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 03, 2013, 03:30:27 pm**

Not me. But hey, it's a legit option. Who knows what might lurk in there?

For that matter, who voted that we pay the fee?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 03, 2013, 03:41:25 pm**

Not me, I went with twisting his logic to have him pay us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 03, 2013, 03:58:18 pm**

Anyway, since logic twisting is in the lead, we should think of some way to do so. Here's a few:

Tell him there is a third offer, wherein he pays us, and there being the bonus of him being not only our surgeon, but his own as well.(if he's not sure if he's on board with it, we can tell him he'll surely be able to convince himself) Since this deal is clearly the most desirable for us, we have no reason not to take it.

Just state that he should pay us, ending the sentence by "don't you see?". If his answer is yes, we get paid. If it's no, we can ask if he's blind. If he isn't blind, he can see, thus we get paid. If he's blind, we can demand a compensation for the extreme risk of having a blind surgeon.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 04, 2013, 11:54:44 am**

Won't be any updates for a while, my turn for deathgate II is coming up :P  
http://www.bay12forums.com/smf/index.php?topic=121407.0 (http://www.bay12forums.com/smf/index.php?topic=121407.0)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 04, 2013, 03:29:37 pm**

No matter, we can wait. We can wait and try find out where you live, as to better blackmail you in giving us more updates. We can wait.

Also; Heh, the rectal exam has two votes already.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 04, 2013, 06:34:53 pm**

Hitting on the nurses got the lead, followed by a tie between taking the deal and logic twisting... uhm... twits his logic into thinking that we are taking the deal but have him pay us to get him a special treatment with "a" nurse, only that he gets the old fat nurse and we get the young hot one... he's still getting an advantage since he's getting "double" the nurse for "half" the price... :P

Edit: "rectal exam 2 votes" 2 gays detected in this thread!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 04, 2013, 06:36:28 pm**

I'm reserving my vote simply to ensure that rectal exam doesn't win...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 04, 2013, 06:51:13 pm**

Quote from: gman8181 on March 04, 2013, 06:36:28 pm

I'm reserving my vote simply to ensure that rectal exam doesn't win...

That made me snicker.

Edit:  
Hitting on the nurses is now in the lead by far. I'm a bit suprised that so many people would want to hit on the both of them. I mean, the one on the right is borderline 'anything that moves'.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 06, 2013, 01:13:34 am**

Quote from: AfellowDwarf on March 04, 2013, 06:51:13 pm

Hitting on the nurses is now in the lead by far. I'm a bit suprised that so many people would want to hit on the both of them. I mean, the one on the right is borderline 'anything that moves'.

Agreed. Ugh, just please no.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 06, 2013, 10:37:31 am**

On the other hand, it'll be funny to force Nerin into it.

We should get our neck checked. We got strangled by an artifact glove, after all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 06, 2013, 10:53:56 am**

Hit on the hot one, trick doctor to get it on with ugly one, obviously.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 07, 2013, 03:31:38 pm**

Why not hit on the doctor while we're at it? We may get a shot at a foursome once our shoulder is patched up.

Edit:  
We'll immediatly know if we cougth any disease in the crotch area, as well. Maybe work disease into the pick-up line?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 07, 2013, 04:18:11 pm**

Hitting on the doctor is right behind rectal exam on things I would rather not do.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 07, 2013, 04:54:09 pm**

Well, he is more feminine then nurse #2...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 07, 2013, 04:57:21 pm**

Yeah, hitting on nurse number 2 would actually be before the rectal exam on things I don't want to do.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 07, 2013, 05:07:40 pm**

Maybe there are some (drugged up) patients here that could join us in the fun/trauma? Maybe asscrack's burns have been healed just enough?

Edit: If Teneborsus survived, his lower half should be relatively burn free, right?

Edit2: Before someone comments on my choice of potential mates, I would like to say that it's not **my** fault that we haven't injured more women.

I don't think I can handle this guy...I'm running away!  
Nerin calm down, this might be your best shot at getting some decent treatment. It would be a damn shame if you'd fall victim to something like bloodloss or an infection.  
I just...can't stand the thought of this dwarf and my sedated body in the same room...  
Nerin you need to grow some balls and some of you fragments are so utterly boring. We're all mad here, reason and such no longer has any value. So come on Nerin let's go and hit on the nurses!  
Wait, what?  
I can't believe the boundaries of your irresponsibility! Will risk the death of our host in an attempt to achieve nothing of value!?  
Tsss, you are just afraid and fear is simply a product of weakness. The strong has nothing to fear and who'd want to be led by a weakling, strength is the sole trait of a king!  
Insanity comes in many forms but the kind that you represent disgusts me to no end. You might've convinced a majority this time but thrust me...this madness will doom us all one day.  
Guys...?  
Hah! Comeon Nerin, do not listen to the weak. Even though you might feel the same way just trust in those who are above you. We will guide you upon a path to the desires you never sought by yourself.  
I...I...

-So what do you say brother! Sounds too good to turn down, right!?  
-Hmmm  
-You do not wish to die from your wound and a poor dwarf like yourself would never get a hold of 100 urists. There is no question about what the right thing to do is here!  
-....  
-Where are you going!?  
-....  
-Don't ignore me! I'm the master of ignorance! Don't try and play my game!  
[Spoiler](#) (click to show/hide)



-What!? heh..ha...haha  
-TAhahahh Hohohoo Hihiihihi HAha  
-You're sick in the head mate!  
-Wahahahahha  
whihiihihioohohoahah  
ahahahahha!  
Sicker then me!  
AHahh You ahahahahhaohohoahahha youmight die!  
Ahahwhoohohihi  
Whahahhuueheueuahhahahah-hahahah  
Why do you ignore me!?  
Hohooahahhhihihhuhuh-hahahihi  
\*At this point the doctor literally rolls into another room but his maniacal laughter can still be heard through the wall\*

The young nurse appears to be more concerned about my health than my unfocused ramblings, perhaps the situation was worse than what I had previously anticipated. I felt my mind clogging up and even the forming of simple sentences drained my energy at an everincreasing rate.

I'm done with my Deathgate stuff so I'll get back on posting updates. That's probably the way i'll handle things when other Df-related stuff comes up.

This chapter's poll result has me a bit worried...in many ways. But I guess it's good from an "insane standpoint", afterall this is kinda was I was looking for with that aspect of the story.

[Quote from: AfellowDwarf on March 07, 2013, 05:07:40 pm](#)  
Edit2: Before someone comments on my choice of potential mates, I would like to say that it's not **my** fault that we haven't injured more women.  
Not to say that you guys didn't try...on numerous occasions...that poor old "nonelven" lady...

It takes some fckn time to draw dwarven women that doesnt look either like children or simply ugly as shit. But then again I guess dwarven women are famous for being ugly as shit. Hmm guess I'll leave things as they are for now.

Just get her help, all I can say.



**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 09, 2013, 06:55:39 am**

Yeah, I suppose we should get treated. Insanity can wait untill we no longer risk passing out mid-way.

I wonder what the price of extra limbs is. I mean, we'll be able to attack with multiple weapons in the next update, so we might as well get them while they're cheap.

Edit: We could pass out forward..

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on March 09, 2013, 09:10:06 am**

Quote from: AfellowDwarf on March 09, 2013, 06:55:39 am

Edit: We could pass out forward..

This. Boob pillow, here we come!

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 09, 2013, 10:04:43 am**

I was thinking, the doctor might be the perfect ally for the 'let in the elves' plot. No one stays in his hospital for long, or returns sanely enough for anyone to trust their tales about tunnels or strange locked doors. And he's no friend of the parties we want to target. I think he'd agree if we promise him we'll cut off the toungues of every noble we find\*. He could charge them outrageous tongue restorement fees and become rich.

\*Let's make that every dwarf with a cape. We could take their capes for ourselves to prevent us from cutting out someone's tongue twice, and it'd prevent us from accidently cutting peasant tongues. We'd have expensive capes to sell, too.

Edit:  
I don't think we should try convince anyone of anything while we're still having trouble with basic sentences. And getting money for the fee would take a little long, with our current rate of blood loss.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on March 09, 2013, 01:27:47 pm**

Quote from: AfellowDwarf on March 09, 2013, 10:04:43 am

I was thinking, the doctor might be the perfect ally for the 'let in the elves' plot. No one stays in his hospital for long, or returns sanely enough for anyone to trust their tales about tunnels or strange locked doors. And he's no friend of the parties we want to target. I think he'd agree if we promise him we'll cut off the toungues of every noble we find\*. He could charge them outrageous tongue restorement fees and become rich.

\*Let's make that every dwarf with a cape. We could take their capes for ourselves to prevent us from cutting out someone's tongue twice, and it'd prevent us from accidently cutting peasant tongues. We'd have expensive capes to sell, too.

Edit:  
I don't think we should try convince anyone of anything while we're still having trouble with basic sentences. And getting money for the fee would take a little long, with our current rate of blood loss.

And where would that get us? No closer to home, only closer to how insane this doctor is. We need this shoulder fixed asap, if we have to put ourselves under the knife of a mad surgeon, (ugh) so be it. Any kind of mad plans can be discussed afterward.

I still feel that with the nurse as the surgeon, suturer and so forth we have a safer chance of not coming out as a monstrosity.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 09, 2013, 01:46:59 pm**

Quote from: xominxac on March 09, 2013, 01:27:47 pm

And where would that get us? No closer to home, only closer to how insane this doctor is.

That's what I meant in the first half of my edit. I think it's an option for the future, but not wise for the moment.

Quote from: xominxac on March 09, 2013, 01:27:47 pm

I still feel that with the nurse as the surgeon, suturer and so forth we have a safer chance of not coming out as a monstrosity.

Heart transplant. No donor. Walked away in a physically better condition.

The nurses might very well just be cleaners/food haulers. The doctor carries a scapel for a reason.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on March 09, 2013, 02:47:16 pm**

This has to end! How about a compromise? We pay the fee and get the nurse to treat Nerin's wounds?  
Hah, not a chance in hell!...Nerin stand straight. Nerin? Shiiiiiet. Perhaps we got no choice...the poor bastard is getting worse by the minute.  
Sigh...  
Nerin change of plans!

-Uhhh...How 'bout you be my nurse for tonight darling? ;)

Nerin stop the flirting! We're serious now!  
Oh...

-I'm sorry, you see I'm not in charge here. I think you will have to go and see the doctor.  
-But...euhm...I can...pay the money.  
-Are you okay?  
-As the doc said before-the fee is a hundred coins, you can't pay that much.  
-It...won't be a problem...trust me...  
-You don't seem like the kinda dwarf who walks around with hundreds of Urists.  
-I got it...uhmm...the ugggh...the money at another location.  
-Well if you're sure 'bout it sweetheart but I'll warn you- the doc aint the kinda dorf you wanna be indebted to.  
-I'll go ask him.  
\*the nurse goes into the adjacent room but her words are drowned in the doc's laughter\*  
-That fckn bastard! Think he has outsmarted me eh!?....  
-Yes?  
-I guess I can't stop him really...Ahh fuck it! Take what you need and get him out of here!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 09, 2013, 03:00:15 pm**

Quote from: slowpokez on March 09, 2013, 02:47:16 pm

-That fckn bastard! Think he has outsmarted me eh!?....  
-Yes?  
-I guess I can't stop him really...Ahh fuck it! Take what you need and get him out of here!

Err, is either of those the doctor speaking? You've kinda got me confused with the get him out of here part.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 09, 2013, 03:04:43 pm**

Quote from: AfellowDwarf on March 09, 2013, 03:00:15 pm

Quote from: slowpokez on March 09, 2013, 02:47:16 pm

-That fckn bastard! Think he has outsmarted me eh!?....  
-Yes?  
-I guess I can't stop him really...Ahh fuck it! Take what you need and get him out of here!

Err, is either of those the doctor speaking?

Can't you see the difference between

.oOo.oOo.oOo.oOo.oOo.  
and  
.oOo.oOo.oOo.oOo.oOo.

(one is "lighted")

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 09, 2013, 03:10:06 pm**

Ah, I see it now. I had to switch browsers, though.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 09, 2013, 03:11:55 pm**

Quote from: AfellowDwarf on March 09, 2013, 03:10:06 pm

Ah, I see it now. I had to switch browsers, though.

That might've been bit of a problem since how else could you tell Nerin and the doc apart?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 09, 2013, 03:15:51 pm**

Quote from: slowpokez on March 09, 2013, 03:11:55 pm

That might've been bit of a problem since how else could you tell Nerin and the doc apart?

Context, for the most part. I haven't seen anything to indicate that it was Nerin who laughed like a maniac, for an instance.

Edit:  
Anyway, my reaction:

Hah! The doctor thinks of us as a threat! It'll be easy getting his coöperation now.

Edit2:

He really wants to get us out, so we get to make demands.

I say we get our shoulder done for free by someone who is qualified, for free. We also get our head and neck examined. We should also get a new shirt from them, since our current is cut open. And new gloves and socks, since we lost them in the fight(we're not visibly wearing socks, and you can never have too many).

Edit3:  
Oh, and we've got blood on us, so the red haired sister needs to give us a good soaping once the wound is fixed.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 09, 2013, 05:25:36 pm**

Quote from: Tirion on March 09, 2013, 09:10:06 am

Quote from: AfellowDwarf on March 09, 2013, 06:55:39 am

Edit: We could pass out forward..

This. Boob pillow, here we come!

This sounds about right too me :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **March 09, 2013, 11:09:46 pm**

Just get out and go back the the first chick.  
thats my vote.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 09, 2013, 11:20:12 pm**

Quote from: AfellowDwarf on March 09, 2013, 01:46:59 pm

Quote from: xominxac on March 09, 2013, 01:27:47 pm

And where would that get us? No closer to home, only closer to how insane this doctor is.

That's what I meant in the first half of my edit. I think it's an option for the future, but not wise for the moment.

Quote from: xominxac on March 09, 2013, 01:27:47 pm

I still feel that with the nurse as the surgeon, suturer and so forth we have a safer chance of not coming out as a monstrosity.

Heart transplant. No donor. Walked away in a physically better condition.

What about the impact on his mental condition? I feel that you don't care about his mental health at all (sorry, didn't post earlier).

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2013, 07:32:35 am**

Quote from: xominxac on March 09, 2013, 11:20:12 pm

What about the impact on his mental condition? I feel that you don't care about his mental health at all.

I'm the one suggesting we wear dresses, light people on fire and cut their ears off. Of course I care about his mental health!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 10, 2013, 09:43:24 am**

-All right you heard him let's go.  
-HAha! now I have the upper hand!  
-What...  
-I say we get our shoulder done for free by someone who is qualified, for free. I also get my head and neck examined. I should also get a new shirt from you guys, since my current one is cut open. And new gloves and socks, since I lost them!

Who's fucking idea was this? Nerin stop listening to this guy!  
Whe-what?  
Nerin is fucking out of it at this point.

-I think we'll try and get you out of here before the doc hears you.  
[Spoiler](#) (click to show/hide)



-Noooo, the doctor might be the perfect ally for the 'let in the elves' plot!  
-Where do you live?  
-He could charge them outrageous tongue restorement fees and become rich!!!  
-Shut up and listen. Where do you live?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2013, 09:46:41 am**

..Whoops.

Now, this is exactly why we should've been wasted before going here.

Edit:  
We should tell them we live next to the guy with the bed that burned down.

Edit2:  
Alterhatively, tell them we live inside blackgate. Discribe it as a big house with dwarves in it and a huge black door in front. Can't miss it.

Or maybe tell her we could stay at her place?

Beneath the ground?

In the room that has a bed and our stuff in it?

In her hottest dreams?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **March 10, 2013, 11:36:37 am**

+1 for blackgate  
cant go wrong with simple logic, even if its said from a crazy dwarf's mouth :)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 10, 2013, 11:58:54 am**

-I euhhm live at Blackgate.  
-Are you serious?  
-Yea...  
-We're in fucking Blackgate! I can't operate in the bloody corridor now can I?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **March 10, 2013, 12:01:12 pm**

give her the location of our place.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2013, 12:04:21 pm**

I don't think we know the location of our place.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **March 10, 2013, 12:04:49 pm**

oh, uh...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2013, 12:07:54 pm**

I mean, we haven't exactly got an address. And Nerin is too likely to pass out(and too addled by blood loss) to give directions on the go.

Edit:  
Ooh. We should tell her we live near the markets, our home being next to a flower pot. We can't get in though, an old woman has taken it violently. That's how we got wounded.

If we're in blackgate, we should ask what she's doing in our home. Did she come over to get herself some hot nurse-on-patient action? We can't blame her.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **March 10, 2013, 02:47:42 pm**

the way this conversation is going i think she will soon join Nerin in his unstable condition called insanity :)  
if she does go crazy will we be able to talk to us as well?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2013, 03:10:06 pm**

Remember that she has to deal with the doctor all day. What we're doing now is pretty light.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tevish Szat** on **March 10, 2013, 04:58:02 pm**

Give her the location of our room. Which, in my opinion, we've basically abandoned.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2013, 05:26:21 pm**

Quote from: Tevish Szat on March 10, 2013, 04:58:02 pm  
Give her the location of our room. Which, in my opinion, we've basically abandoned.  
We just slept with another room for one night. It's barely cheating, and we can just tell her we were on a bussiness trip anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 10, 2013, 05:30:46 pm**

Well ffs, I was just gonna say that last vote decides it n some dude goes for the middle option... ::)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 10, 2013, 10:28:33 pm**

Slowpokez... Are you sure you want to take him down the insane path? (ARGH! The day I decide to take a vacation to the ocean is the day Nerin's sanity level flatlines.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 11, 2013, 07:15:24 am**

Quote from: xominxac on March 10, 2013, 10:28:33 pm  
Slowpokez... Are you sure you want to take him down the insane path? (ARGH! The day I decide to take a vacation to the ocean is the day Nerin's sanity level flatlines.)  
Hey hey hey, don't blame me for that.  
It's this guy who went from paranoid to...well...  
Quote from: AfellowDwarf on March 10, 2013, 07:32:35 am  
I'm the one suggesting we wear dresses, light people on fire and cut their ears off. Of course I care about his mental health!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 11, 2013, 10:48:54 am**

Hey, I've been insane for longer then I've been paranoid. It just turns out people listen to you a lot better when you point towards mammaries.

On an unrelated note, did you know Elves think very liberally about sex? They do. We should visit them with some manner of excuse. Taking over blackgate, maybe?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 11, 2013, 11:23:33 am**

Quote from: AfellowDwarf on March 11, 2013, 10:48:54 am  
Hey, I've been insane for longer then I've been paranoid. It just turns out people listen to you a lot better when you point towards mammaries.  
On an unrelated note, did you know Elves think very liberally about sex? They do. We should visit them with some manner of excuse. Taking over blackgate, maybe?

That's it,no wonder you're acting the way you are, you're really an elf in disguise with schizophrenia! I suggest we lock AfellowDwarf up in a small corner of Nerins brain.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 11, 2013, 11:50:03 am**

Quote from: xominxac on March 11, 2013, 11:23:33 am  
That's it,no wonder you're acting the way you are, you're really an elf in disguise with schizophrenia! I suggest we lock AfellowDwarf up in a small corner of Nerins brain.



Were I an elf in disguise, I wouldn't be able to lie, would I?

The sky is always blue. The sky is never blue. There is no sky. We are the sky. We exist. We do not exist. This is the truth. This is a lie. Elves are dwarves. Dwarves aren't dwarves. Elves are humans. Humans are cows. Cows are blue. Cows are the sky. Everything is cows. Cows do not exist. Cows exist.

I have told at least one lie there. Therefore I am no elf.  
If I didn't, then that's a lie, and I've lied.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 11, 2013, 02:41:23 pm**

\*After a painfully slow walk back towards my residence we finally arrived\*  
[Spoiler](#) (click to show/hide)



-Over here...?  
-Yup...hrr...to the left.  
[Spoiler](#) (click to show/hide)



-Why the fuck did you burn down my place bastard!

I guess in a sense one might say that you got lucky with the voting this time. However many exiting moments were missed, for an example-  
[Spoiler](#) (click to show/hide)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 11, 2013, 02:42:27 pm**

By that logic, you can still be an elf outcast.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 11, 2013, 02:59:15 pm**

Quote from: Tirion on March 11, 2013, 02:42:27 pm

By that logic, you can still be an elf outcast.

Without fleshy meats to define me, morals are all that matter. For all intents and purposes, I am no elf.

Quote from: slowpokez on March 11, 2013, 02:41:23 pm

I guess in a sense one might say that you got lucky with the voting this time. However many exiting moments were missed, for an example-  
Spoiler (click to show/hide)



Hmm. Nerin has a wounded shoulder on that one, so it must be a recent option. Maybe one of the violent solutions for the piperdwarf?  
Edit: Oh, wait. It was supposed to be from this one, wasn't it? I'm guessing the middle one; the nurse either stepped towards a guard and we were found lying, or that that's the old lady's husband.

Anyway, I say we look at the nurse, supriised, and say; "You did what?!"

Also, why did he put that sock there?

Edit2:  
Alternatively, we can bull rush him into the window and try to kill him with the glass/gems.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on March 11, 2013, 03:15:50 pm**

|                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------|
| <div>Quote from: AfellowDwarf on March 11, 2013, 02:59:15 pm</div>                                                 |
| Also, why did he put that sock there?                                                                              |
| <div>Quote from: AfellowDwarf on January 25, 2013, 03:52:56 am</div>                                               |
| Now that we've got fire, we should toss the soch through the crack so that we dont need to see that crack anymore. |

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 11, 2013, 03:21:10 pm**

|                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------|
| <div>Quote from: slowpokez on March 11, 2013, 03:15:50 pm</div>                                                    |
| <div>Quote from: AfellowDwarf on March 11, 2013, 02:59:15 pm</div>                                                 |
| Also, why did he put that sock there?                                                                              |
| <div>Quote from: AfellowDwarf on January 25, 2013, 03:52:56 am</div>                                               |
| Now that we've got fire, we should toss the soch through the crack so that we dont need to see that crack anymore. |

Dear amok. He's going light that sock and burn us, isn't he?

Edit: If we're lucky it'll close the wound.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on March 11, 2013, 04:46:14 pm**

|                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------|
| <div>Quote from: AfellowDwarf on March 11, 2013, 03:21:10 pm</div>                                                 |
| <div>Quote from: slowpokez on March 11, 2013, 03:15:50 pm</div>                                                    |
| <div>Quote from: AfellowDwarf on March 11, 2013, 02:59:15 pm</div>                                                 |
| Also, why did he put that sock there?                                                                              |
| <div>Quote from: AfellowDwarf on January 25, 2013, 03:52:56 am</div>                                               |
| Now that we've got fire, we should toss the soch through the crack so that we dont need to see that crack anymore. |
| Dear amok. He's going light that sock and burn us, isn't he?                                                       |
| Edit: If we're lucky it'll close the wound.                                                                        |

Your fault.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 11, 2013, 05:02:31 pm**

If we did not take the risk of visiting the nobles(which wouldn't have been an option without your interference), we would've been in a condition to at least run when we encountered this man. (And if we lit someone on fire in the noble's quarters, we wouldn't even have gotten close enough to the mayor for him to target us.)

I say we should just wait a little, and see what happens. Passiveness will solve this problem for us.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on March 11, 2013, 05:14:43 pm**

"Me? I didn't set your place on fire! Some asshole wearing shades and wielding a weapon barged into my room and attacked me! He probably set fire to your place while I was running around looking for a doctor to see to my wounds!" Then show him our nasty gash to authenticate the story.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 11, 2013, 05:20:43 pm**

Maybe if we lit ourselves on fire and hugged him? I mean, there's still plenty of alchohol in our clothes from what Brewster spilled on us, so the fire should spread pretty quickly.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on March 11, 2013, 08:35:52 pm**

|                                                                                                                                                                                                                                                                                               |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Quote from: gman8181 on March 11, 2013, 05:14:43 pm</div>                                                                                                                                                                                                                                |
| "Me? I didn't set your place on fire! Some asshole wearing shades and wielding a weapon barged into my room and attacked me! He probably set fire to your place while I was running around looking for a doctor to see to my wounds!" Then show him our nasty gash to authenticate the story. |

This us one of the few times I'm willing to do this, I just don't know what else to do. (I'm not going to bother and try to figure something out right now.)

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Kaos on March 13, 2013, 12:45:07 am**

|                                                                                                                                                                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Quote from: AfellowDwarf on March 11, 2013, 11:50:03 am</div>                                                                                                                                                                                                                                             |
| <div>Quote from: xominxac on March 11, 2013, 11:23:33 am</div>                                                                                                                                                                                                                                                 |
| That's it,no wonder you're acting the way you are, you're really an elf in disguise with schizophrenia! I suggest we lock AfellowDwarf up in a small corner of Nerins brain.                                                                                                                                   |
| Were I an elf in disguise, I wouldn't be able to lie, would I?                                                                                                                                                                                                                                                 |
| The sky is always blue. The sky is never blue. There is no sky. We are the sky. We exist. We do not exist. This is the truth. This is a lie. Elves are dwarves. Dwarves aren't dwarves. Elves are humans. Humans are cows. Cows are blue. Cows are the sky. Everything is cows. Cows do not exist. Cows exist. |
| I have told at least one lie there. Therefore I am no elf.<br>If I didn't, then that's a lie, and I've lied.                                                                                                                                                                                                   |

WTF? when did this turned into Evangelion? seems that the Instrumentality Project already started...

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 13, 2013, 11:01:46 am**

|                                                                                                      |
|------------------------------------------------------------------------------------------------------|
| <div>Quote from: Kaos on March 13, 2013, 12:45:07 am</div>                                           |
| WTF? when did this turned into Evangelion? seems that the Instrumentality Project already started... |

Can't quite find the refference I'm afraid.

Heh. The passive option actually got a vote.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 13, 2013, 03:03:02 pm**

Are you guys seriously going to frame the nurse who is supposed to be PATCHING UP OUR WOUND! In other circumstances I would applaud such dickish action but come on, what ever happened to self preservation? You're going to get us killed and end the story!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 13, 2013, 03:15:41 pm**

Come on! You don't really think he'll fall for *that*, do you?

Edit: Besides, your option is doomed from the start by the distinct lack of blood stains in our room.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 13, 2013, 03:44:46 pm**

The plan could easily be modified. The guy chased us down the hallway and cut our arm. We passed out and he was gone so he might have gone back and set the fire. Anyway I'm not complaining that we didn't use my plan, I'm pointing out that blaming the person responsible for providing us with medical help is not a good plan.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 13, 2013, 03:51:35 pm**

Neither is lighting ourselves on fire, doing nothing or trying to push this ~~bear of a man~~ carp of a dwarf into a shoulder high window with our blood deprived body. We do not have a good alternative.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 13, 2013, 05:12:05 pm**

This is all just falling to pieces.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 13, 2013, 05:13:50 pm**

Quote from: xominxac on March 13, 2013, 05:12:05 pm

This is all just falling to pieces.

Nah, just getting insaner.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 13, 2013, 05:26:13 pm**

Quote from: slowpokez on March 13, 2013, 05:13:50 pm

Nah, just getting insaner.

I'm pleased to hear that.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 13, 2013, 07:02:33 pm**

Oh shit!  
Don't worry Nerin he doesnt know that you live here.  
Okay?  
Blame it on the nurse.

\*I widened my eyes and looked at the nurse with a surprised expression\*  
-You did what!?  
-...What?  
-What?  
-what?  
-I've never been here...  
-What the fuck happned to that guys shoulder?

Uhh...what didn't go as planned...  
You had a plan?  
No, you had a plan.  
This is getting confusing. Just tell him you got stabbed by some shady character.

-Some asshole wearing shades and wielding a weapon barged into my room and attacked me!  
-First the bloody ghost and now this bullshit! I've got no fucking idea what's going on around here! I'm leaving. Oh, and by the way it doesnt matter if you did it or not, next time I see you fucking around this place I'll kick ya teeth in!

Phew...  
Fuck, that's one arrogant bastard.

-Well, fuck you too.

Nerin don't say that outloud!

-What did you say!?  
-Uhhm...Nothin'  
-Better be that way.

-Who was that?  
-Uhhrrmm...Just..hrrg... some friendly neighbour, you kn...  
!  
-AHhh, what was that!?  
-Just some tranquilizer...  
Spoiler (click to show/hide)





\*Thump\*

.

.

.

Not my fa...

What the...

[Spoiler](#) (click to show/hide)



I...I must be dreaming...

Wha...why is...

Guys?

...

Shit.

...

Why is the ground up there!?

Wait...are those what I think they...

\*bluargghuuhh\*

This is a fucking nightmare! I'm stuck on a tiny rock in the middle of an ocean, an ocean of...clouds. My only escape appears to be a bridge of flesh but it's destination is just as unknown as the rest of the place...

I'm...I'm stuck...

I might aswell just...wait

That's right I can just jump! Afterall it's just a dream!

\*I hurriedly hop onto my feet.\*

But as I walked up towards the edge I felt my legs getting heavier and my head started spinning...

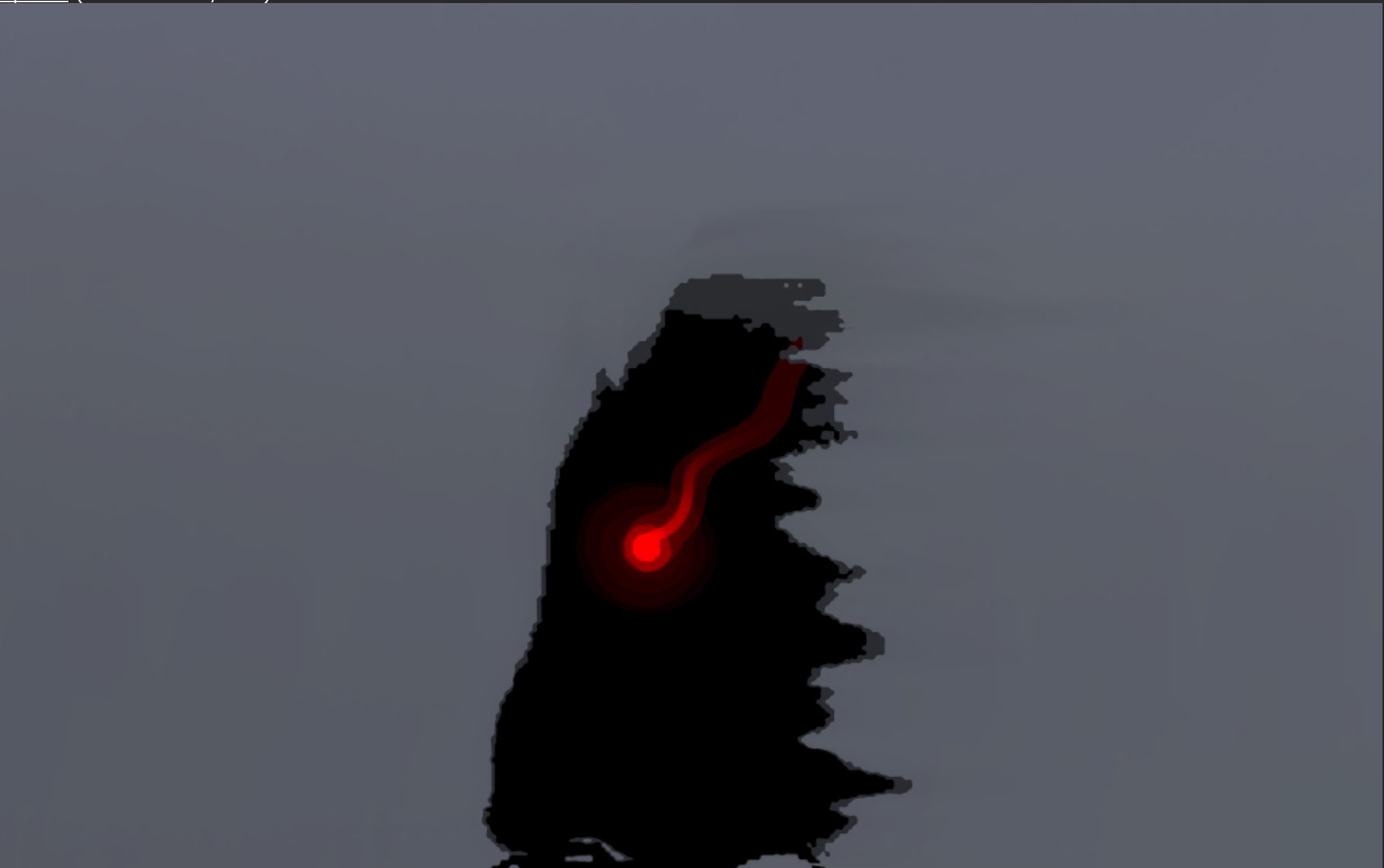
When the tip of my shoe finally touched the ledge the pressure crushed my previous dedication and I threw myself back towards safe ground.

I spent many hours on that island...the silence felt strange yet refreshing. However I could never properly rest as everytime I closed my eyes I heard a soft scraping sound...a sort of crawling...twisting sound...

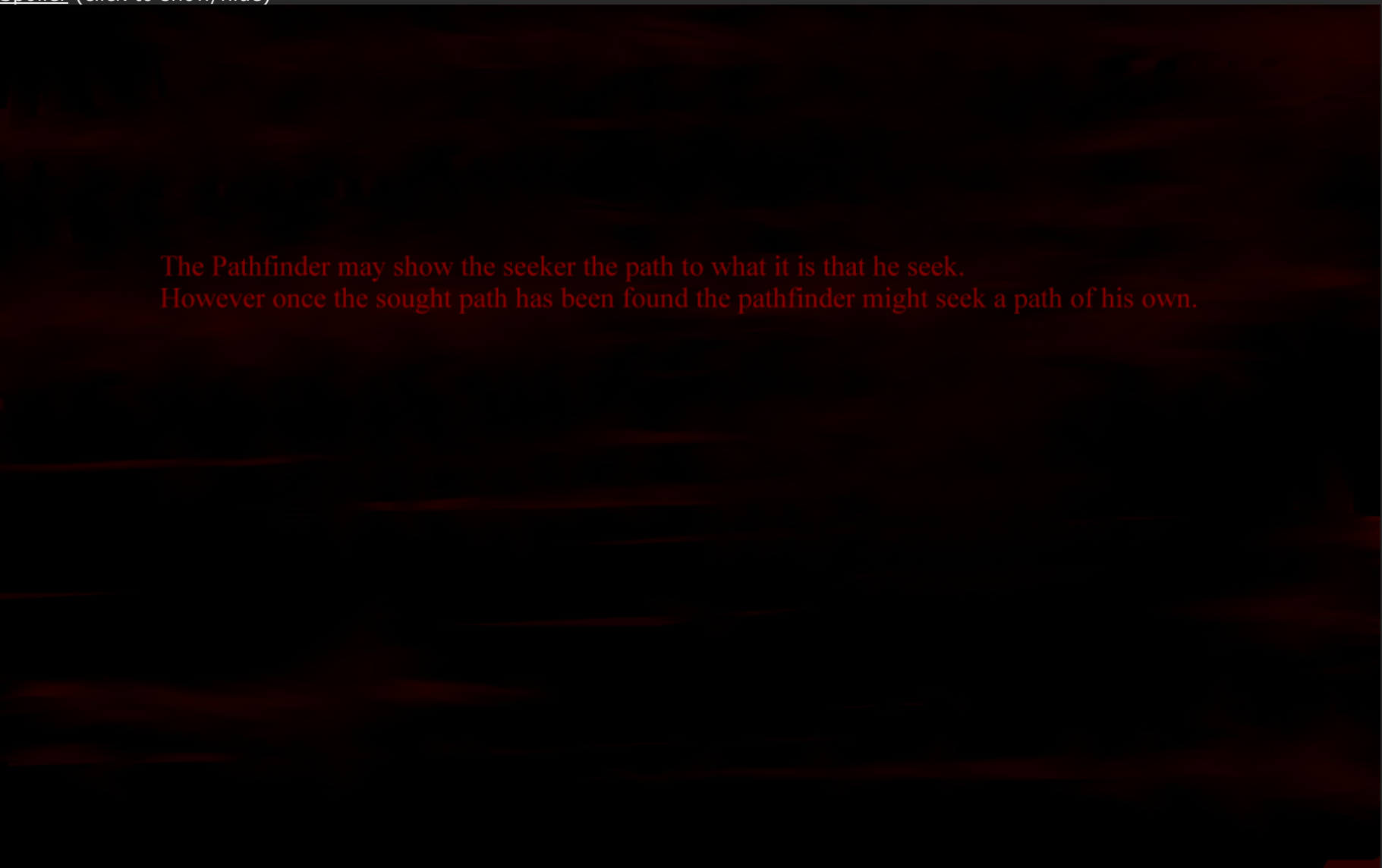
But this world remained the same no matter how long I waited...

In the end there was no other choice left...I had to scale the bridge of bodies...and see what fate awaited me at the other end...

Every step filled me with disgust as my boots sunk into their soft skin, softer than the skin of an old corpse yet too still and inanimate to be alive. To my delight the path was no longer then a few horselengths.  
[Spoiler \(click to show/hide\)](#)



Another jawdropping sight...it almost seemed as if someone had ripped a hole in the mist...I had trouble wrapping my mind around the concept...  
Somewhere deep within a red source of light shone bright...it reminded me of something...another dream...the glove!  
With the dark, mysterious worldhole in front of me and the calm yet frightening place behind me I felt like I was caught in some sort of trap...  
But nothing happned...  
Maybe this is something that I have to do...  
I don't know...  
In the end I decided to enter the gloomy entrance.  
The light from before was gone...had it fainted away? Now I was caught in complete darkness...  
Gravity ceased to exist and so did sound...  
But then I was presented with a few lines of old dwarven runes...written in the same strange light...Or perhaps that's just the way I imagined it? I could no longer tell my own thoughts and the world around me apart...  
I tried to translate it to the best of my ablility...but as I transcribed a word it was rewritten in modern tongue. I guess this wasn't real...but then again none of it was?  
[Spoiler \(click to show/hide\)](#)



The Pathfinder may show the seeker the path to what it is that he seek.  
However once the sought path has been found the pathfinder might seek a path of his own.

Suddently I felt my wheight returning...I began falling leaving the strange lines behind...  
What did they mean? Had I translated them wrong? What was the purpose of my dream?  
...sigh

Sorry 'bout slow updates lately. I've been pretty busy, only thing keeping me alive right now are lethal doses of caffeine and nicotine.

Teneborsus, the ghost that was mentioned, is trying to mess with our head here, telling us to use the glove to futher our goals. But in his stupidity, he also slipped that it has a mind of it's own. We should not wield it.

Why didn't we try to take one of the corpses? It might've been usefull. Are there still corpes around?

Edit:  
[Quote from: slowpokez on March 13, 2013, 07:02:33 pm](#)

Oh, and by the way it doesnt matter if you did it or not, next time I see you fucking around this place I'll kick ya teeth in!

Heh. Next time we'll have an axe, silly.

Edit2:  
I guess we should get the axe and the rest of our stuff before we loot asscrack's place. Did he leave that sock on the bed?

Edit3:  
I just realized Nerin knows what corpses feel like beneath his feet. No need to be shy about murdering anyone up, then.

Edit4:  
Hmm, maybe we could kill the nurse. Take her stuff, tell the doctor someone killed her for lighting his place aflame, and that this person fixed us up. We'd get medical equipment and we wouldn't need to pay the fee.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on March 13, 2013, 08:34:21 pm**

Recruit the nurse. She could be a pretty cool assassin.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Kaos on March 13, 2013, 10:31:35 pm**

[Quote from: AfellowDwarf on March 13, 2013, 11:01:46 am](#)

[Quote from: Kaos on March 13, 2013, 12:45:07 am](#)

WTF? when did this turned into Evangelion? seems that the Instrumentality Project already started...

Can't quite find the refference I'm afraid.

Heh. The passive option actually got a vote.

Have you watched Evangelion?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tevish Szat on March 14, 2013, 12:20:48 am**

DO NOT USE THE GAUNTLET.

The gauntlet is a sapient artifact, and its thematics and history are decidedly on the grim/evil scale. We want to stay alive and free-willed, we keep it secret and safe until we can find some way to obliterate it. I sstill vote for hauling the thing down to SMR. This is an old, advanced fortress, it's got to have magma access, which will hopefully mean access to the Magma Sea somewhere.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on March 14, 2013, 12:30:20 am**

[Quote from: Tevish Szat on March 14, 2013, 12:20:48 am](#)

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Do you really think SMR will destroy it?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on March 14, 2013, 01:16:42 am**

[Quote from: xominxac on March 14, 2013, 12:30:20 am](#)

[Quote from: Tevish Szat on March 14, 2013, 12:20:48 am](#)

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Do you really think SMR will destroy it?

Just imagine what happens in a Magma Man intercepts it.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: xominxac on March 14, 2013, 01:20:08 am**

I did not get the "magma man intercepts it" part.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on March 14, 2013, 02:33:34 am**

Well, magma men have hands..  
We should probably obsidianise it before throwing it in, to prevent anything with hands from wearing it.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tevish Szat on March 14, 2013, 02:39:40 am**

SMR is omnidestructive. Frankly, I can't think of anything at the moment that's more likely to be able to wipe out a divine artifact like the gauntlet. A dwarven atom smasher? I find that less likely to help out. But... yeah, a preliminary obsidian casting would seem in order.

In the event that we can't think of a way to destroy the gauntlet, we might start thinking about a way to bury it deep, so that it doesn't see use again in our time and hopefully for a while after: Ship the problem to the dwarves of a future age who unearth it, and hopefully have better means of destroying things.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 14, 2013, 05:06:21 am**

I still say it's the safest if it's in our hands... on our hand. It is a gift to the foes of Morder! Why not use this glove?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 14, 2013, 09:48:23 am**

Because we can find our path on our own, and we don't want the pathfinder's path interfering with it.

Maybe the other artifacts of this fort could help us victor over the glove? We should ask about them in the brewstry. Maybe we'll get some extra insight in the gauntlet, too.

Edit:  
This is usually not my style, but maybe we should take good gander of what's going on before we do anything. What is the nurse doing, is there anyone else here? Is there any nurse equipment strewn about? How much strength do we have in terms of blood loss?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 14, 2013, 05:11:42 pm**

Quote from: AfellowDwarf on March 14, 2013, 09:48:23 am

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This is usually not my style, but maybe we should take good gander of what's going on before we do anything. What is the nurse doing, is there anyone else here? Is there any nurse equipment strewn about? How much strength do we have in terms of blood loss?

Nerin has not yet woken up. It's accually more of a passive turn.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 15, 2013, 09:54:58 am**

I get that. What I ment is that seeing what is happening might just be the first thing we want to do when we wake up.

Edit:  
Although.. I guess we could shout "A flood is coming!" the moment we regain conciousness. Maybe it'll startle the nurse?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 15, 2013, 06:35:55 pm**

[Spoiler](#) (click to show/hide)



-Ahhh fuck...my head...

[Spoiler](#) (click to show/hide)





-How are you doing?  
-...Better...I guess...  
-Good. By the way how did you get wounded like that in the first place? That's not the cut of an ordinary blade...it almost seems like you've dragged your shoulder through broken glass or someting...  
-Uhhh...what?  
-Huh?

What is she talking about?  
Nerin calm down just a moment and don't say anything stupid. First off do we even trust her?  
Well she doesnt have any connections to either the Warden or the Mayor really-no point in getting caught up in any more complicated lies. Nah, safer to just tell her some bullshit.  
Better off we could just try and move the conversation in another direction.  
-Like what?  
-Are you okay?

Nerin we told you to shut up for the time being, and for Armok's sake don't talk out loud all the time!  
Oh yea...My shoulder's looking better though...  
How about we just throw her out and avoid any further discussion all together?  
No point in pissing her off really, got enough enemies as it is.  
Hmmm...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 15, 2013, 08:45:01 pm**

How would she know anything about the artifact? The healthcare has nothing to do with the mayor. Just tell her you tried to get help from the mayor to get back to your old fort but you worded things wrong and the mayor saw you as a fake and sent an assassin after you. The assassin took a slice at you but you managed to stave him off by setting his beard on fire and quickly ran away. Speaking of artifacts, ask her subtly if she knows about the lore of this fort and any important things that happened.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 16, 2013, 02:47:18 am**

Quote from: xominxac on March 15, 2013, 08:45:01 pm  
How would she know anything about the artifact? The healthcare has nothing to do with the mayor. Just tell her you tried to get help from the mayor to get back to your old fort but you worded things wrong and the mayor saw you as a fake and sent an assassin after you. The assassin took a slice at you but you managed to stave him off by setting his beard on fire and quickly ran away. Speaking of artifacts, ask her subtly if she knows about the lore of this fort and any important things that happened.

Seconded.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 16, 2013, 04:22:48 am**

Yeah, let's let the doctor know we're an enemy of the mayor's.  
  
Also, we might as well tell her it's a cut from a goblin blade. I don't see that making the situation worse.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 16, 2013, 09:43:49 am**

We might also suspect poison. And it's been a while since the injury, so sucking it out of the wound is not an option. It went somewhere... and seeing how if it went up (to the brain) we'd be dead or more insane, it must have gone down, offering a more satisfying option for removal by suction...  
Spoiler (click to show/hide)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 16, 2013, 01:33:45 pm**

I don't think we should ask her about the artifacts/lore. Sure, *she* might not know about the gauntlet, but she reports to the doctor. I don't fancy having him know of it, and a question might just be all it takes to tip him off.

Edit: How about we offer the nurse a 50% share for helping us to bring our chest(of which we've lost the key so it's no longer useful for us) to the brewstry so we can sell it? I mean, Nerin seems to care only about the value of his bed and we can't use it for storage. We might as well make a few bucks of it now we have the opportunity.

Edit2: The window will probably yield more urists and be easier to carry but it'll look strange if we smash it in front of the nurse.

(It is a most likely a gem window since it's clearly not green glass, and anything above that material value is too expensive to be put into such a cheap room as this one. Going by color, I'm guessing this window was made out of morion.)

Edit3: The nurse was able to carry us back in the hospital, so she should have no trouble carrying her half of the chest.

Edit4: Maybe there's a big featherwood block in this chest, with a hole that precisely fits an important item(State secrets? Artifacts? The secrets of life and death? Hey, there must be some reason why 'our' room is out of use). It's probably better to just leave it closed and sell it, though.

Edit5: I wonder how much we can pawn off that sign for.

Edit6: Did Asscrack take his sock with him? If he didn't, we could pretend it's ours.

Edit7: Let's take a quick glance through the crack before we initiate futher converstation. Asscrack needn't know anything about us.

Edit8: Since the warden doesn't want competition within an industry, this fort probably won't have multiple brands of masonry. Should we find this is the case after consulting people in the brewstry, we could probably make a very effective skeleton key, if we find one. Antotheredit: Keep in mind that a skeleton key can lock doors just as well as opening them. It'll be a great boon if we get the mayor's men after us again.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 20, 2013, 02:19:24 am**

The silence I'm hearing is terrifying.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 20, 2013, 09:45:14 am**

Quote from: xominxac on March 20, 2013, 02:19:24 am

The silence I'm hearing is terrifying.

You call that silence? \*hints towards Afellodorf's list of posts\*

Nah but really I just assumed that people were away on springbreak. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 20, 2013, 10:30:57 am**

Quote from: slowpokez on March 20, 2013, 09:45:14 am

Quote from: xominxac on March 20, 2013, 02:19:24 am

The silence I'm hearing is terrifying.

You call that silence? \*hints towards Afellodorf's list of posts\*

I'd call it terrifying, at least.

It also looks like we're through the stalement. I noticed earlier, but didn't want to add a tenth edit.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 20, 2013, 01:33:23 pm**

Quote from: AfellowDwarf on March 20, 2013, 10:30:57 am

Quote from: slowpokez on March 20, 2013, 09:45:14 am

Quote from: xominxac on March 20, 2013, 02:19:24 am

The silence I'm hearing is terrifying.

You call that silence? \*hints towards Afellodorf's list of posts\*

I'd call it terrifying, at least.

It also looks like we're through the stalement. I noticed earlier, but didn't want to add a tenth edit.

Meh, that's just background noise to me because there's so much of it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 20, 2013, 03:01:26 pm**

Now, how do we ask the nurse about the artifacts without shouting: "I have a magic gauntlet! It is extremely powerfull! Valuable too! It wispers to me in my sleep!"?

Maybe tell her that the assilant kept shouting 'extortissus'?

Edit: If she becomes suspicious, or if she seems keen on informing the doctor, we should ask her if she wants to see it and proceed with the flirtery. Maybe drop our pants?

Edit2: Maybe tie it in with a question about the doctor? Tell her we heard he performed miracles and ask her if he owns an artifact of some sort? If she doesn't elaborate after this question, we can state "The fort has no artifact traction benches?" in confusion. "Next you're telling me there is no artifact throne either."

Edit3: Perhaps we could go full on explaining it to her, hear what she has to say then kill her, take her stuff and burn her corpse? Maybe strangle her with asscrack's sock?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 20, 2013, 04:10:34 pm**

You dear sir, are full of paranoia.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 20, 2013, 04:18:05 pm**

Maybe. But should we truly not be carefull about what we tell the only powerful faction from this fort that isn't after us yet? Especially since the subject concerns an extremely dangerous artifact, capable of influencing if not outright taking over its host? Not to mention we're exactly one hole in the wall away from a dwarf who wants to beat us up.

Heck, the sister has heard we want to bring elves in. I don't know how she thinks about forgein politics, but she might believe this gauntlet could make us capable of changing the fort for the worse. If she thinks we're a danger to the sovereignty of this fort, and wants to preserve it, who would she turn to? Perhaps her employer? The man who even the mayor feared? I should remind you that the mayor was previously in control of the gauntlet and the best milita in miles.

And don't even think about outrunning the doctor. We owe him money, and one of his employees had the opportunity to use all kinds of srynges on us. There is no reason why he shouldn't have had us poisoned. We need an antidote. If he knows about the gauntlet, he's going to want it in trade.

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 20, 2013, 06:44:09 pm**

---

-Yea...I'm okay. 'Bout the wound...I guess you could say the mayor tried to teach me a lesson...  
-From the looks of it he did a pretty good job.  
-I'm not dead yet...  
-Well, I wouldn't have bet my money on you going up against the the mayor. You're a wierd dorf to say the least...  
-Perhaps...  
-You claim to have hundreds of coins yet you look like any ordinary peasant, how come?  
-I'm accually a fort leader, just don't like too much attention.  
-I think I can guess how you got off on the wrong foot with the mayor now.  
-Hmmpff...  
-Actually can I sak you someting?  
-What?  
-You don't happen to know anything about the artifacts of this fort?  
-Uhhh...Let's see...I'm not really the right person to ask about something like that...but...  
[Spoiler](#) (click to show/hide)



-...uhmm...are you just asking for what artifact there are?  
-Anything really.  
-Well, there is glass door one of the nobles got, an old dwarf by the name of Nerad Gravelmail. Then there is this wierd sock. They had some trouble with it around the time of the second or first realm war, kept it locked up ever since. I think there is one on a boat too but I'm not sure...  
-Hmmm  
-Why so interested all of a sudden?  
-The guy who attacked me said something wierd but nevermind.  
  
All right, what'll be the next course of action?

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **March 20, 2013, 07:01:11 pm**

---

Get Lucky! 8)  
<http://www.youtube.com/watch?v=18TLHhhHZCA>

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 20, 2013, 07:13:08 pm**

---

All right. We'll try to get this sock and cover the gauntlet with it. That should block out the harmful influences. We'll ask for its locations in the brewstry. Locked up items won't be a problem if we have a skeleton key.  
  
As for short term goals, see if the non-artifact sock is still on our bed, and take it. Let's not contradict ourselves by offering the chest deal to the nurse and just leave for the brewstry with her. Get our stuff and pay her, then escort her to the hospital. We really don't want the doctor's ire, so we must make sure the nurse doesn't die before he gets paid. Luckily, we'll have an axe when we reach the brewstry.  
  
Now, how will we cover our upper body?

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 20, 2013, 07:20:01 pm**

---

Quote from: Brewster on March 20, 2013, 07:01:11 pm  
Get Lucky! 8)  
<http://www.youtube.com/watch?v=18TLHhhHZCA>

Lol, the first thing you say after seeing that picture (which is very good by the way slowpokez).

Quote from: AfellowDwarf on March 20, 2013, 07:13:08 pm  
Get our stuff and pay her, then escort her to the hospital. We really don't want the doctor's ire, so we must make sure the nurse doesn't die before he gets paid.

Now this I can agree with. Thank her for her "services" (:P brewster) and offer to escort her to the hospital + get some urists to pay her with (loan them out if necessary).

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 20, 2013, 07:21:42 pm**

We have the urists in storage, remember? If those are gone, we're in bigger trouble.

Edit: We can wear the ripped shirt untill we're at the brewstry. Once we're there, we can cover the tear with our cape. Anotheredit: Let's use the scarf to cover it now. We'll have to be carefull to keep it in the right place, but at least it'll hide our wound.

Also, I don't like the idea of getting lucky while asscrack can watch.

Edit2: We should remain inconspicuous while we get to the brewstry. Since the nurse already knows we're an enemy of the mayor, we can inform her about this.

Edit3: That candle must be the nurse's. If she forgets to take it with her, we can take some usefull candlewax with us later on. And a candleholder(could be used for trade and as a throwing weapon. I guess we coud put the pipe in it and make it a mace, but our axe is probably more effective.) as well.

Edit4: Maybe if we manage to procure any of the other artifacts, the pipedwarf could be willing to trade it for an obsidianisation and SMR arrangement for the gauntlet.

Also, we should get our bag back before we respond to the pipedwarf when we're at the brewstry. We don't want him to try anything.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 20, 2013, 10:41:25 pm**

isn't the sock in our locked room the artefact sock she was talking about?

didn't we light that very sock on fire at the beginning it burned the neighbour house and is still intact? maybe he brought it back and left it there.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 20, 2013, 10:52:11 pm**

We shall smoke it when we've dropped the nurse off at the hospital, and see if it is.

Our room wasn't locked, though. But our chest is, and I don't think we'd notice if our chest contained a sock. All we need now is a hammer or a skeleton key.

Edit: We had better ask around in the brewstry first, though. There is no need to go out of our way to open that chest if the sock is at a known location.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 21, 2013, 12:17:07 am**

Quote from: Kaos on March 20, 2013, 10:41:25 pm  
isn't the sock in our locked room the artefact sock she was talking about?  
  
didn't we light that very sock on fire at the beginning it burned the neighbour house and is still intact? maybe he brought it back and left it there.

You might be on to something.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 21, 2013, 12:25:09 pm**

I have my doubts. Nerin should've at least gotten one good thought for smoking an artifact sock, but it seems he didn't back then.(That's +1 for smoking a sock, -1 for inhaling dust and +1 for smoking an artifact)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 22, 2013, 05:33:10 pm**

~~I'd make a update righht about now if i wasnt drunkto drwa, guess illl do it tomorrow.÷~~

Update postponed.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 22, 2013, 06:53:31 pm**

May be we could buy the nurse a glass of monarch butterfly at the brewstry?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 22, 2013, 08:17:08 pm**

Quote from: slowpokez on March 22, 2013, 05:33:10 pm  
I'd make a update righht about now if i wasnt drunkto drwa, guess illl do it tomorrow. :  
being drunk wouldn't make it more dwarfy? as long as you weren't drinking strawberry wine or something elvish like that.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 23, 2013, 08:11:03 am**



Human alcohol is made out of kinds of weird surface plants, sadly. If that update went through, it would've been nothing but people humping trees. Possibly some elves birthing monstrous half-tree babies, but you get the picture.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 23, 2013, 06:00:46 pm**

Quote from: Kaos on March 22, 2013, 08:17:08 pm

Quote from: slowpokez on March 22, 2013, 05:33:10 pm

I'd make a update right now if i wasnt drunkto drwa, guess ill do it tomorrow. :

being drunk wouldn't make it more dwarfy? as long as you weren't drinking strawberry wine or something elvish like that.

Sadly no...  
I've got bit of a reputation for ruining succession forts while I'm drunk or high :-\

I think at this point a vote isn't even necessary.

[Spoiler](#) (click to show/hide)

Quote from: Tirion on March 16, 2013, 09:43:49 am

We might also suspect poison. And it's been a while since the injury, so sucking it out of the wound is not an option. It went somewhere... and seeing how if it went up (to the brain) we'd be dead or more insane, it must have gone down, offering a more satisfying option for removal by suction...

Quote from: Brewster on March 20, 2013, 07:01:11 pm

Get Lucky! 🍀  
<http://www.youtube.com/watch?v=18TLHhhHZCA>

Quote from: AfellowDwarf on March 20, 2013, 03:01:26 pm

Maybe drop our pants?

-How come you're still here?  
-I must stay around for an hour or so to see if your wound is healing up as it should.

All right Nerin, here's your chance.  
What?  
You didn't go through all that flirting for nothing, finish what you started.  
Oh.  
Nerin, I thought we were past this. We should just keep a low profile and do nothing as long as the mayor is out looking for us.  
Aww shut the fuck! Don't ruin his chances with the ladies just cause you're boring.  
Pfff, what do you say Nerin?  
I think we can get it to work if you just help me with some lines.  
Haha! Sure will do!  
I'm surrounded by idiots...

\*A few hours of bad jokes and cheesy lines had passed\*

-By the way I forgot to tell you this before but I think I might've been poisoned...  
-What, why didn't you say so before?  
-It's been a while since the injury, so sucking it out of the wound is not an option...  
-What do you mean...  
-and seeing how if it wouldve gone up to the brain I'd be dead by now...I guess it must've...  
-Wait a...  
-must have gone down, offering a more satisfying option for removal by suction...  
-You bastard! xD  
-Comeon help out a dorf in need here! :D  
-I guess I wouldn't be a very good doctor if couldn't even fix something like that.... ;)

Jackpot Nerin!  
[Spoiler](#) (click to show/hide)



\*Early next moring, many sleepless hours later\*

[Spoiler](#) (click to show/hide)



-Fine morning, eh?  
-I can't do anything but agree with you.  
-I think I know why that is.  
-So you do huh?  
-mmhmmm.  
-Why is it that I think that today is a fine day then?  
-I'm guessing it has something to do with the young dwarf next to you.  
-You'd be correct in that assumption.  
-You my friend is in fact quite the lucky fellow, aren't you?  
-From time to time.  
-Well, let me simply commend you on tonights successes.

[Spoiler](#) (click to show/hide)



Wtf I just passed right through!

.  
. .  
o\_\_\_\_\_O'  
-You...  
-it's....  
-it's a  
-it's a ghoooOOOSTT!

[Spoiler](#) (click to show/hide)





Perhaps I'm just blaming it on popular demand when what I really was aiming for was a chance to get rid of her fucking retarded haircut. That haircut is bloody impossible to draw under normal circumstances but when you you're intoxicated...not a chance in hell that you'll pull off anything resembeling that knot.

And on the subject of the randomly appearing sock... it's simply a remnant of me rehashing old backgrounds. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **March 23, 2013, 06:59:45 pm**

I do not understand the reaction to the ghost. or why she wound up on his lap when she was next to him...  
ah well.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 23, 2013, 09:22:42 pm**

Quote from: Aseaheru on March 23, 2013, 06:59:45 pm  
I do not understand the reaction to the ghost. or why she wound up on his lap when she was next to him...  
ah well.

I agree, unless the ghost posessed him to do that I would have no idea as to why that was his reaction.

Get a grip on yourself Nerin!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 24, 2013, 04:42:13 am**

The scarf still has his blood on it, right? We could put it in a coffin.  
That violent asscrack probably killed him, and I guess ate his corpse? Should we offer revenge?  
Perhaps we could apologise, tell him he looks a bit pale and ask the nurse to do a medical checkup?  
Give him the nurse as an offering?

(I do hope the nurse won't charge us extra for this.)

Edit: Why not flirt with the ghost?

Edit2: While we talk with the ghost, we should ask if he ever possessed someone into creating an artifact.

Edit3: It would be a bad idea to run. We're not wearing pants.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 24, 2013, 08:33:16 am**

Wow. That nurse is hot :)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 24, 2013, 08:45:43 am**

We've proven to be quite adept at getting the ladies in our bed, or getting in theirs. We might consider a carreer in the prostitution.

Edit: Opening a whorehouse is probably the easiest in human towns. It'd be best to seek out a large town, away from dark fortresses and necromancer's towers. We could recruit employees from different human factions' prisons. Let's recruit the gobbo first, there must be some humans with fetishes.

Edit2: I wonder how far golddrop is from potential costumeres. Why settle for a whorehouse when you can have a whorefort?

Edit3: Lets find an unemployed mason, have them make some erotic statues, then hire them as a receptionist.

Nerin, get your shit together!  
HELL NO! I'm leaving!  
For fuck sake calm down!  
It's bloody ghost!  
So what? He is not really doing anything at all.  
But...  
Just talk to it.

-Uhhh...hi...  
[Spoiler](#) (click to show/hide)



-Greetings.  
-What's going on!?

-What do you want?  
-I would very much appreciate if you put on some pants.  
-Wtf is that!?

-Uhhh sure thing...but what are you doing in here?  
-This is my room.  
-Oh, I'm sorry.  
-Take back your apologies for I do not care.

Nerin, he looks like shit, ask him if he needs a doctor.  
Okay.

-Do you need medical assistance?  
-It's a fucking ghost!  
-No, unfortunatly I am already dead.  
-Oh.  
\*facepalm\*  
-Why are you dead?  
-Are you asking how I died? I was sickly for many days before I finally succumbed to the infection in here, but that was a long time ago.  
-...This whole part about being a ghost...what's all that about? You can't really take out a revenge on an infection...  
-Before my death a horrible event occured, my best freind and only companion Rufus was brutually killed somewhere within these walls.  
Long I searched for the assailant but when I finally got close I caught this bloody sickness which as you know effectivly shut down my chase.  
-Do you know who did it?  
-Yes, Morul olstik.  
-Then why haven't you told anyone?  
-Being a ghost is complicated...Some gets bound to locations others to people or tasks. I'm bound to this room, sadly they haven't used it since finding out it was ghostinfested.  
-Oh.  
-Could you do me a favor and alert the current authorities?  
-Uhhmm I might not be your best choice for such a mission since...well...me and authorities doesn't go too well together.  
-How unfortunate, perhaps you could move on the subject to someone else? If you where to succeed I'd be happy to give you this meager residence.  
-I'll try.

Fuck that Nerin, he can't do shit. Let's not waste time on that kind of stuff, getting some payment back to the doctor soon should really be the priority.  
Are you sure?  
Yes, and even if we were to help him out later it'd be easier to find Morul then to involve ourselves with the authorities.  
Okay, what's our next move?

---

Quote from: Aseaheru on March 23, 2013, 06:59:45 pm

I do not understand the reaction to the ghost. or why she wound up on his lap when she was next to him...  
ah well.

1. It's a fucking ghost.  
[Spoiler](#) (click to show/hide)





2.When the story goes in a direction like this I have to be a bit creative to still follow the forum rules.(Also the perspective of the room got mirrored somehow)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 24, 2013, 11:34:37 am**

Let's ask for a description of this morul. Maybe it's someone we'd like dead? (It can't be asscrack, and I bet he'd call the mayor by his name. Maybe it's the cutter-dwarf?)

Also, we could ask him if he's able to leave the room if he possesses someone. Then, if he is able and willing, convince him to possess the nurse since we're wounded.

Edit: This is quite a bad nurse, by the way. Instead of helping the man, she chose to be racist about him being a ghost. Once she finished shouting this anti-ghost garbage, the poor guy already died from an infection. Maybe the doctor will let us have a discount for not telling anyone about the horrible neglectance of his employees.

Edit2: Maybe we could try to go for a second round with the nurse, either with the ghost as third participant or spectator?

Edit3: Perhaps we could grab the nurses clothes, run, and shout 'Beserker'?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 24, 2013, 01:08:53 pm**

Quote from: AfellowDwarf on March 24, 2013, 11:34:37 am

Let's ask for a description of this morul. Maybe it's someone we'd like dead? (It can't be asscrack, and I bet he'd call the mayor by his name. Maybe it's the cutter-dwarf?)

Also, we could ask him if he's able to leave the room if he possesses someone. Then, if he is able and willing, convince him to possess the nurse since we're wounded.

Edit: This is quite a bad nurse, by the way. Instead of helping the man, she chose to be racist about him being a ghost. Once she finished shouting this anti-ghost garbage, the poor guy already died from an infection. Maybe the doctor will let us have a discount for not telling anyone about the horrible neglectance of his employees.

Edit2: Maybe we could try to go for a second round with the nurse, either with the ghost as third participant or spectator?

Edit3: Perhaps we could grab the nurses clothes, run, and shout 'Beserker'?

.....

Moving on.

By bound to this room does that mean permanently or until someone buries a part of him in a coffin? Would avenging him by arresting Morul olstik free him to walk these halls freely? Having a grateful ghost on our side that is able to roam the fort freely could be a great asset, just remember how Nerin acted when he first saw the ghost.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **March 24, 2013, 01:20:30 pm**

get pants on, see if we can avenge the ghost.  
also try to kiss the nurse.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 24, 2013, 01:37:20 pm**

Quote from: xominxac on March 24, 2013, 01:08:53 pm

.....

Moving on.

Ugh, another corporeal superiorist. Ghosts have rights too, you bastard!

Quote from: Aseaheru on March 24, 2013, 01:20:30 pm

get pants on, see if we can avenge the ghost.  
also try to kiss the nurse.

Judging by the dialoge, our pants are on already. We can always take them off if we want some hot ghost-on-nurse-on-patient action, though.

Edit: The way the poll is currently looking, I'm guessing that the ghost-orgy/ghost-spectated ugly bumping will be suggested but won't be done, followed by heading towards the brewstry.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 26, 2013, 05:53:42 pm**

I really don't get this voting...some rounds there's 20 votes other times there's no more than 5. ::)

Guess since it ended up even we'll do both.

And can we please leave the bloody nurse alone, it's just like when we got stuck in the Brewstery for a dozen chapters.

So what should my next move be?  
Perhaps we should go and pay our debt before we get that scalpelwielding maniac after us?  
Okay.  
No, no, no, you know what? Maybe we could try to go for a second round with the nurse, either with the ghost as third participant or spectator?  
Oh.  
What? We have to get going! You guys has already wasted enough time!  
Hmmm, how 'bout both then?  
Sigh...  
So it's decided?  
yup.  
sure...

-Hey ghosty, wanna join us for another round?  
-...What?  
-You know...some hot ghost-on-nurse-on-patient action.  
-Wtf?  
-I don't even have a body...  
-Oh yea that's right. And why do you look so mad suddently?  
-I keep telling you it's a fucking ghost!  
-Don't worry he's a nice guy.  
-That's not how it works!  
-Details.  
-I got to leave, I have work to do.  
-You can't leave now! It's time for round two.  
-Let go of...oh!  
-Uhhh I am...still here...

[Spoiler](#) (click to show/hide)



-Yes?  
-Does he really have to be here?  
-Of course!  
-I think I'll go and stand in a wall somewhere...

\*Timeskip\*  
[Spoiler](#) (click to show/hide)



Okay, pants on and ready to go!  
About time...  
Don't be so grumpy, to the Bar Nerin!  
Okay.

[Spoiler](#) (click to show/hide)



-Maaan, you don't have shirt on!  
-I know...  
-Oh...well, carry on then.

\*Manages to arrive at the Brewstery without bumbing into any guards.\*  
[Spoiler](#) (click to show/hide)





-Looking better sunshine!  
-Feelin it too, don't call me sunshine though...  
-Here's the 'ol bag.  
-Thanks.  
-Stayin for a glass?  
-No, in bit of a hurry here.  
-I see.

[Spoiler](#) (click to show/hide)



-Wtf is this!?  
-The money?  
-I didn't want any stupid coins!  
-What do you..  
-What did I want! What do you think I wanted!?  
-I really do...  
-Now I got out my dissection table for no bloody reason!  
\*Gulp\* I think I'll leave.

Where do we go from here?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 26, 2013, 06:31:41 pm**

He doesn't want our coin? Take it back. Get a drink and head off to the slums maybe? That's probably a good place to look for possibly repressed people who might want to join us in overthrowing "the man."

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **March 26, 2013, 07:41:44 pm**



dont forget to renew our relationship with the nurse when we see her. even if its only saying hello.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 26, 2013, 11:56:07 pm**

I would just say explore.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 27, 2013, 10:51:32 am**

I think the ghost was lying to us. Let's ask the doctor about ghost atonomy. Ghosts have to have reproductive organs; they'd have to be extinct otherwise. Not that we'd return to him afterwards, ofcourse. Let the lying bastard rot.

Also, we should buy a top, or at least wear our traveling coat without the hood. Else we're in trouble if we encounter a dwarf that isn't high. Maybe we could ask about the refuse stockpile, and take some clothes from there(among other things).

And I don't think we should visit the prison untill we have the neccecairy supplies. We'll need a shirt for ourselves, a hood for the elf, and candlewax for their beards if we want to do a successfull prison break.

I believe we should go to the brewstry and ask about the artifacts, the sock's whereabouts if no better artifacts turn up. So that's taking a drink for me.

(Judging by the brown thing on the table on our left, not taking a rectal exam was a good call)

Edit: Whoah, the doctor was disecting himself? That man was dedicated

Quote from: slowpokez on March 26, 2013, 05:53:42 pm

I really don't get this voting...some rounds there's 20 votes other times there's no more than 5. ::)

I guess it has to do with uptime and weither or not it's on the first page.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 27, 2013, 02:38:48 pm**

I think we've played DF enough to know how ghosts work.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 27, 2013, 03:05:27 pm**

I think that ghost stole our scarf. I'm not okay with that.

What do we do about the pipedwarf? We said we'd consider his deal while at the hospital.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 27, 2013, 03:31:42 pm**

Quote from: xominxac on March 27, 2013, 02:38:48 pm

I think we've played DF enough to know how ghosts work.

In DF, ghosts are capable of interacting with an entity by ripping their limbs off. I do not see why one wouldn't be able to do a more pleasant interaction, should they desire to. Besides, ghosts in DF don't try to involve the authority with ther murder, do they? This one might not quite work as a DF ghost.

Quote from: NAV on March 27, 2013, 03:05:27 pm

I think that ghost stole our scarf. I'm not okay with that.

Meh. I wouldn't want tot be taken for some celibate like him, anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 27, 2013, 05:37:05 pm**

Quote from: AfellowDwarf on March 27, 2013, 03:31:42 pm

In DF, ghosts are capable of interacting with an entity by ripping their limbs off.

I always imagined them scaring people to fall down stairs and such :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **javierpwn** on **March 27, 2013, 08:15:30 pm**

They also scare creatures to death, and fight people(rarely) more likely to tear limbs off instantly.  
I think they can also reproduce(with theirwives) due to a bug

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 27, 2013, 08:31:55 pm**

Quote from: javierpwn on March 27, 2013, 08:15:30 pm

They also scare creatures to death, and fight people(rarely) more likely to tear limbs off instantly.  
I think they can also reproduce(with theirwives) due to a bug

Are you sure? And they have baby ghosts? Hmm....

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **javierpwn** on **March 27, 2013, 09:00:37 pm**

I think it was a male ghost and a female(live)  
She had children after the husbands death. I'm guessing the game's code registered the husband as alive after he became a ghost

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Necrisha** on **March 27, 2013, 11:36:24 pm**

Asking the hobo with the dog if he knows Morul olstik might be interesting to do before exploring. You know just to be social before getting into more chaos. Also it's a shame you didn't ask about whether rufus was a ghost also.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 28, 2013, 08:29:18 am**

Quote from: javierpwn on March 27, 2013, 09:00:37 pm

I think it was a male ghost and a female(live)  
She had children after the husbands death. I'm guessing the game's code registered the husband as alive after he became a ghost

9 months later perhaps?

Also anyone got some exploring directions?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 28, 2013, 08:43:04 am**

Let's see what's up or down those stairs on the map. I suggest the ones near the well, they're smaller then the ones on the far left, so we'll encounter less people, and we needn't pass through the barracks to go there.

Edit:  
Or maybe we could check the area around the mine? I think we've been everywhere else on the map.

Inside the mine, if that counts as exploring.

We could try going outside the fort. However, there is a good chance we'll get into trouble with the warden.

We could go down the well, too. We'd practice swimming, and maybe catch some fish? (We do have an axe in case we encounter a cave crocodile, and the butchering returns would be worth a fortune.)

Edit2:

I guess we could also go look around the slums. I'm not sure what good we'd be hoping to find there, however.

There's also this small area near the gate we might want to see, but there are probably guards there.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 31, 2013, 03:04:09 am**

Inside the fort, just wander about, I'll take a look at the map itself later this morning if i remember to.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 31, 2013, 07:02:13 am**

You know, I think he's deliberately holding off the update so he can put up a fake entry tomorrow.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 31, 2013, 08:04:58 am**

Quote from: AfellowDwarf on March 31, 2013, 07:02:13 am

You know, I think he's deliberately holding off the update so he can put up a fake entry tomorrow.

Opps, people are always expecting me to have some kind of a grand scheme or something :P Simply forgot to do an update but I'll throw together something quickly.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 31, 2013, 08:18:20 am**

Hey, take your time. No need to rush anything. I simply figured you had thought of some april fool's joke. You know how I sometimes jump to conclusions.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 31, 2013, 09:24:51 am**

Phew...glad we got out of that mess. Where are we heading by the way?  
I dunno, how about a bit of exploring. You know having a look around the fort, eh?  
Sure...  
Bring out the map then lad!  
Hmmm, where do you reckon ew should go to?  
How about those old stairs over there? Should be pretty clear of guards I think.  
Shouldn't I get a hold of some proper clothes first?  
Fuck that you little whimperwhamper, just use that old cape for the time being.

\*A bit of prime guard-dodging time later\*

Spoiler (click to show/hide)



Wait...is he fishing from a well?  
Seems like it, now doesnt it eh?  
But...why?  
We don't bloody know, if you're gonna go round bein so flippin curious you might as well just ask him yourself.

-Hey...how's it going?  
-Fine.  
-Well, getting any fish?  
-Not yet.  
-How long you've been sitting here?  
-Twenty years perhaps.  
-Oh...

\*moving on\*

This must be the stairs then?  
I think so too.  
Let's see where they lead to.  
Sure.

[Spoiler](#) (click to show/hide)



Oh, we're outdoors!  
Why are you so bloody excited, being outdoors sucks.  
But look it's a waterfall!  
Yes...we can see that Nerin...  
This is fantastic!  
This was pretty pointless...Let's get a move on.  
Just one moment!  
Take your bloody time then...sigh...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 31, 2013, 09:52:21 am**

Let's see if we can spot a few landmarks. This'll be the perfect entry point for the elven invasion!

Also, let's see if any of those plants are usefull.

How far down is the drop? We may opt to flee the fort from this direction later.

Hmm. Maybe we could get some manner of rope(ladder) up here, tie it to something heavy and smuggle the elf out of the fort this way?

I'd suggest pushing the fisher down the well, dubbing him timmy, but he doesn't look like he'd fit.

Edit:  
Maybe we could give the fisherman a hard knock in the back of his head with the handle of our axe, take all of his clothes(it'll solve our shirt problem), cut off his hair(we'll be able to keep it inside the bag we currently use for our chestnuts) and then push him head first into the well as far as we can. If he reaches the bottom, we shouldn't be cruel to him and throw his rod and chair in too; those'll help him survive.

Edit2: Scratch that. The fishing rod will be an usefull source of sustenance if we ever leave the fort. Just his chair and a rock will do.

Edit3: If the chair is heavy, leave it out of the well.(two rocks will work just fine) We don't want it to crush any of his bones, and such an heavy chair'll be a great anchor point for our rope(ladder) later on. Anotheredit: If it's heavy enough, we should take it up the stairs so no-one else takes it while we're away.

Edit4: I suppose we should let his pants on.(We should search his pockets, though.) We don't need more pants, and it'll be better if they're on in case timmy gets stuck. There you go; concern for Nerin's mental health. Happy?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 31, 2013, 01:23:14 pm**

Quote from: slowpokez on March 31, 2013, 09:24:51 am

Spoiler (click to show/hide)



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But look it's a waterfall!  
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This is fantastic!  
This was pretty pointless...Let's get a move on.  
Just one moment!  
Take your bloody time then...sigh...

Quote from: slowpokez on March 31, 2013, 09:24:51 am

After all that which has happened inside, having a gander outside will probably do him a world a good. I opt to marking the entrance somehow if possible and looking about.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 31, 2013, 01:40:10 pm**

Quote from: xominxac on March 31, 2013, 01:23:14 pm

Quote from: slowpokez on March 31, 2013, 09:24:51 am

Spoiler (click to show/hide)







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Quote from: slowpokez on March 31, 2013, 09:24:51 am

After all that which has happened inside, having a gander outside will probably do him a world a good. I opt to marking the entrance somehow if possible and looking about.

I do not know why but I find that quotation somewhat bothersome.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 31, 2013, 01:49:26 pm**

Quote from: slowpokez on March 31, 2013, 09:24:51 am

Better yet, you should rob the fisherman. It is a wise thing to do.

You heard the man.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 31, 2013, 02:00:18 pm**

Quote from: slowpokez on March 31, 2013, 01:40:10 pm

Quote from: xominxac on March 31, 2013, 01:23:14 pm

Quote from: slowpokez on March 31, 2013, 09:24:51 am

Spoiler (click to show/hide)



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After all that which has happened inside, having a gander outside will probably do him a world a good. I opt to marking the entrance somehow if possible and looking about.

I do not know why but I find that quotation somewhat bothersome.

I didn't feel like just doing

Quote from: slowpokez on March 31, 2013, 01:40:10 pm

Spoiler (click to show/hide)



Oh, we're outdoors!  
Look it's a waterfall!  
This is fantastic!  
Just one moment!

Quote from: slowpokez on March 31, 2013, 09:24:51 am

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 31, 2013, 02:07:09 pm**

And you made the right choice. I am fully supportive of your newfound ability to twist slowpokez' words into something largely unreconisable. Keep that up.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 31, 2013, 02:11:17 pm**

Quote from: AfellowDwarf on March 31, 2013, 02:07:09 pm

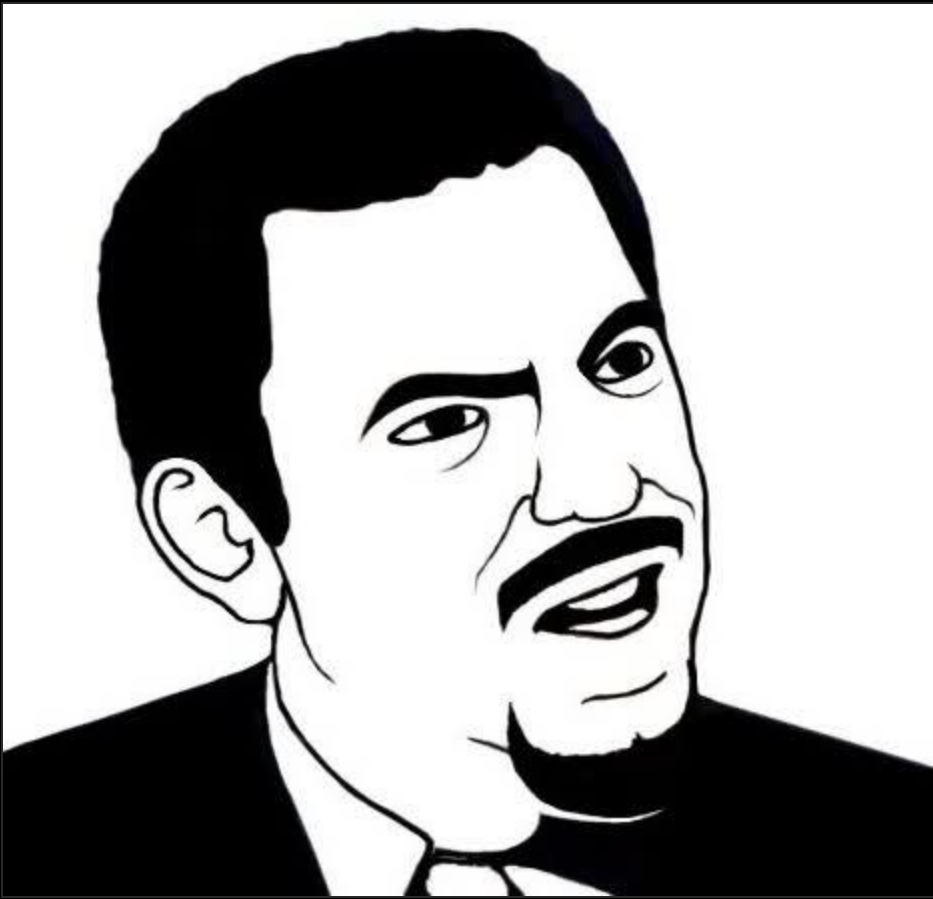
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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **March 31, 2013, 02:14:11 pm**



Spoiler (click to show/hide)  
Quote from: slowpokez on March 31, 2013, 02:11:17 pm

Quote from: xominxac on March 31, 2013, 02:14:11 pm  
Quote from: slowpokez on March 31, 2013, 02:11:17 pm



Now *that's* what I'm talking about!

Edit:  
Oh. It's a deep well, then. Forget about the stones.

Edit2:  
Maybe he'll be able to swim away if we hold him above the well(In a way he won't see us. With his face near the well wall, maybe?) untill he regains conciousness? We could even pretend that we tried to save him by saying something along the lines of 'Please don't do this, you have so much to live for.' before we drop him.('No!')

Edit3:  
The current poll looks rather humorous to me, by the way.  
Anyway, north-west would be moving towards the mines, north-east would be moving towards the markets and south(-west) would be moving towards the exit and barracks. Given our current status with the authorities, I would advice against the latter.

Edit4:  
Did I mention that we need a hat to get the elf out of prison? Really, the fisherdwarf should've know he'd get in trouble the moment he put it on. He has too much good stuff to be left undisturbed.

Edit5:  
We should visit this place every so often, in order to prevent cave adaption. We'll need that edge on the blackgate dwarves if we ever need to leave the fort for unexpected reasons. (Being sentenced to death for multiple counts of murder, burning down most the fort's food, fuel and furniture supply as well as sleeping with someone important's wife from the looks of it.)

Well, I can't do shit if the poll's gonna look like that...

At least no one will take the entry for fake.

There, is that better?

Quote from: slowpokez on April 01, 2013, 06:20:28 pm  
Well, I can't do shit if the poll's gonna look like that...

Quote from: xominxac on April 01, 2013, 06:25:16 pm  
There, is that better?

Now, under normal circumstances, my habit of constantly checking this thread for new posts is pretty bad already..

Edit: The poll is looking quite a bit better at the moment. Horay for robberies!

Edit2: I hope we're getting an update soon.

Totally living up to my name :P

Nerin let's go back to the well area.  
Huh?

Hurry up.

\*A moment of backtracking later\*

So what now, nothing here but the fisherdwarf...  
Listen here Nerin, you see how empty this place is?  
Yes...  
And if something were to happen to our friend over there noone would notice, right?  
I guess...where is this going?  
Perhaps he's carrying some usefull things eh? And perhaps we might help him to part with those things?  
Wait...are you telling me to...  
Yes.  
I...I can't!  
Don't worry, just let go.  
But...but he hasn't done us anything!  
Nerin take out your axe...  
NO!  
Nerin...  
This..this...is so wrong...  
[Spoiler](#) (click to show/hide)



Walk closer....yes closer...  
Don't make me do this...  
Let go Nerin...let your instincts lead you...  
[Spoiler](#) (click to show/hide)



\*Crliyichsck\*

I can't... \*gulp\*...believe this is happening...  
Good job! Now take his stuff.



-Bag-  
[Spoiler](#) (click to show/hide)  
~~Solid rock cogwheel~~  
Rottening syrup roast  
Map of Blackgate  
~~A spare sock~~ Gulog's sock  
The scarf  
A handful Rowanberries  
My traveling coat and an empty pipe.  
A diorite earring  
A pair of loafers with holes in them  
A sack of chestnuts  
dried moths

A goblin axe  
Extortusshis  
A pair of glasses  
A "sidecape"  
A copper key  
An small unlabeled bottle  
A handkerchief

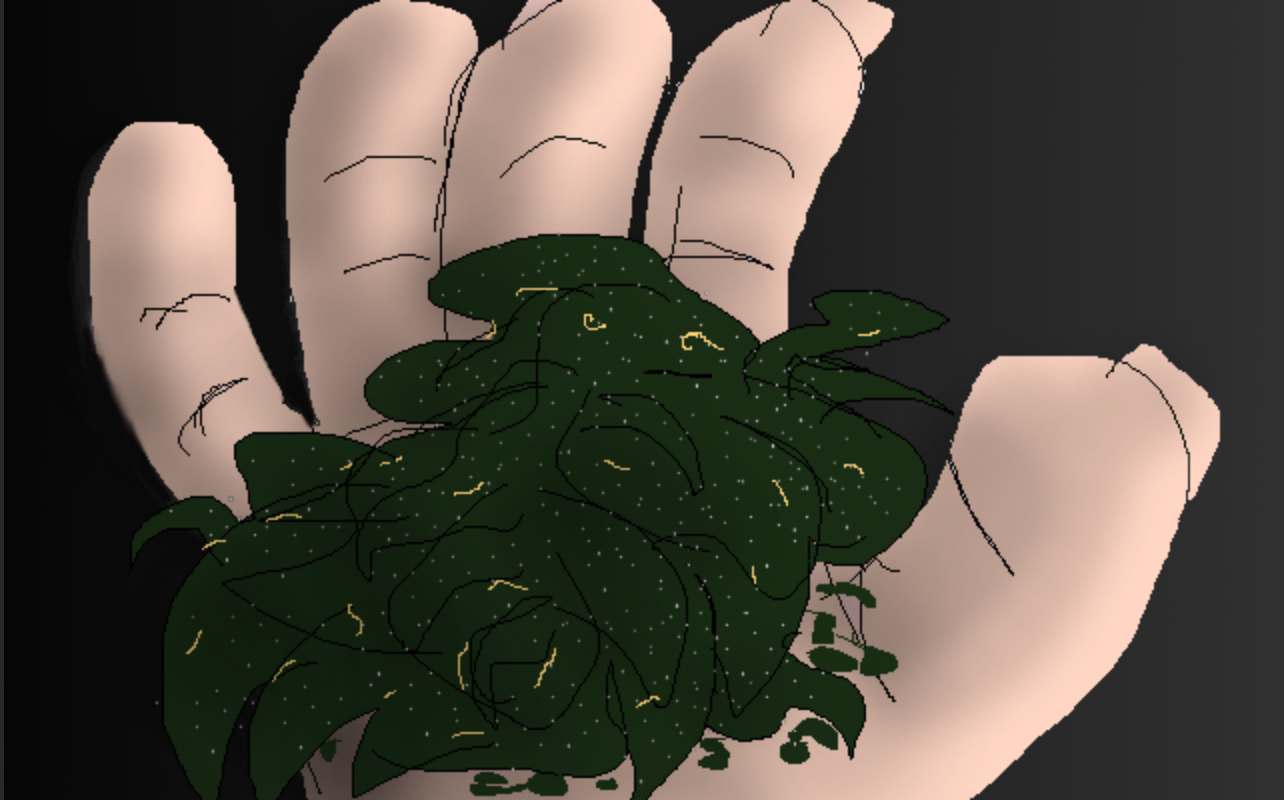
New shirt  
An old fishing rod.  
Some ratweed  
A cap

148 coins (226-100, +22)  
138 coins

New shirt. (Suprisingly simillar)  
[Spoiler](#) (click to show/hide)



Rat weed  
[Spoiler](#) (click to show/hide)



Wtf is this...his pocket was full of some strange aboveground plant...  
That's...no time to explain, Nerin throw him in the well before someone shows up.  
O...okay...  
\*Pluuushhhh\*  
Nice, now hurry away from here!  
But to where!?  
Uhhh...North-west!

\*Escaping the crimescene\*

[Spoiler](#) (click to show/hide)



...  
Hmm?  
What is this place...  
The mines.  
This all looks complicated...  
You didn't have minecarts back at Rocklod?  
No...  
Hmmm, let's have a look around.

Seems like there are a few paths to choose between- A main staircase, the miners guild hall, some old closed mines and three minecart tunnels going down. One of the carts is battered, one is dirty and one is clean.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **April 06, 2013, 05:27:12 pm**

NOOOO!!! What if he was a vampire dwarf? Now the entire fort could become contaminated! Hurry back and drink some of the water. Better to become the first new vampire than to have our blood sucked out.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **April 06, 2013, 10:35:25 pm**

if he was a vampire it wouldn't have been so easy, lets go the the miners guild and see what we might find there to liberate

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **April 06, 2013, 10:48:03 pm**

We were in sneak mode... of course the fight was easy.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 07, 2013, 12:22:10 am**

Whyyyyy... Well, the deed is done, might as well look for something valuable while down there.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2013, 04:03:55 am**

That was a bit sad, if I'm honest. Still, we've got his stuff now. The fisherdwarf didn't have anything worth living for, anyway. Twenty years without catching anything. Really, we've done him a favor.

We can turn one of the minecarts upside down, and use it as a step-up to burn down the support above what I think is the main entrance. I guess we can look into one of the closed mines, there's no one there to spot us, and see if there's anything left about.

Quote from: gman8181 on April 06, 2013, 10:48:03 pm

We were in sneak mode... of course the fight was easy.

A vampire would have had more bone trinkets, wouldn't he? I don't see any bone trinkets in our inventory.

Edit:  
We have a hankerkief now, don't we? Let's wipe that blood off us before anyone sees anything.

Edit2:  
Is the bottle filled with anything?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **April 07, 2013, 05:42:15 am**

So, we murdered someone in cold blood. I think that gauntlet influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2013, 06:28:09 am**

Quote from: Tirion on April 07, 2013, 05:42:15 am

So, we murdered someone in cold blood. I think that gauntlet influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.

We just need to get positive karma again; we'll donate our chestnuts to charity. Maybe the fisherman had a son we orphaned? He'll be to live off those nuts for maybe a week. We shouldn't give him the bag though; the dirty beggar should get his own.

Edit:  
Of course, if the fisherman's wife is still alive, we'll have to kill her too before we can help an orphan.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **April 07, 2013, 07:38:56 am**

Quote from: AfellowDwarf on April 07, 2013, 06:28:09 am

Quote from: Tirion on April 07, 2013, 05:42:15 am

So, we murdered someone in cold blood. I think that gauntlet influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.

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Edit:  
Of course, if the fisherman's wife is still alive, we'll have to kill her too before we can help an orphan.

Or, if she's hot, comfort her. If you know what I mean. Same goes for any adult daughters and other female relations.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2013, 08:12:50 am**

Quote from: Tirion on April 07, 2013, 07:38:56 am

Or, if she's hot, comfort her. If you know what I mean. Same goes for any adult daughters and other female relations.

Good point. Taking their mind off the loss must be worth quite a bit of good karma as well. I wouldn't be picky about them being hot, though. The same goes for them being female, really. If he happens to have a muliated war-veteran father, we shoud comfort him too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **April 07, 2013, 08:15:31 am**

Quote from: Tirion on April 07, 2013, 05:42:15 am

So, we murdered someone in cold blood. I think that gauntletAfellowDwarf influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2013, 08:26:20 am**

Quote from: slowpokez on April 07, 2013, 08:15:31 am

Quote from: Tirion on April 07, 2013, 05:42:15 am

So, we murdered someone in cold blood. I think that gauntletAfellowDwarf influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.

Indeed. We should get that blue dress and feel the breeze!

If the fisherdwarf's family is rich, we might want to opt for murdering regardless of their attractiveness and give the orphans a 10% share of the murdering profits. We can even comfort them before killing them, earning us double the good karma.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 07, 2013, 01:37:21 pm**

Quote from: slowpokez on April 07, 2013, 08:15:31 am

Quote from: Tirion on April 07, 2013, 05:42:15 am

So, we murdered someone in cold blood. I think that gauntletAfellowDwarf influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.

If it weren't for the fact that AfellowDwarf appeared before the gauntlet I would say that he is the influence of the gauntlet incarnate...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2013, 01:43:43 pm**

Quote from: xominxac on April 07, 2013, 01:37:21 pm  
If it weren't for the fact that AfellowDwarf appeared before the gauntlet I would say that he is the influence of the gauntlet incarnate...  
Hey now, I'm strictly against wearing that blasted thing, and have been mentioning possible ways of destroying it. It's the perfect cover, really. I'd be plotting against myself by now, but there are cerain.. complications with that.

I think we might accidently have taken down this fort's rat weed dealer. You can't make money without catching fish, after all. The well is probably a quiet place where dwarves came to if they needed their fix. I wonder how long it'll take before the withdrawal symptoms surface.

Edit: Luckily, this'll leave us out of the picture when the corpse is discovered. The guards will think it was a desperate addict without the funds to buy his drug, since we took the rat weed off him. They'll likely go after known addicts instead of new migrants. This also means we shouldn't wave that plant around.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **April 07, 2013, 02:23:11 pm**

Quote from: xominxac on April 07, 2013, 01:37:21 pm  
Quote from: slowpokez on April 07, 2013, 08:15:31 am  
Quote from: Tirion on April 07, 2013, 05:42:15 am  
So, we murdered someone in cold blood. I think ~~that gauntlet~~AfellowDwarf influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.  
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Maybe he's just another type of evil influence (a bisexual murdering one) and is against the gauntlet to avoid competition?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 07, 2013, 02:31:25 pm**

Quote from: Kaos on April 07, 2013, 02:23:11 pm  
Quote from: xominxac on April 07, 2013, 01:37:21 pm  
Quote from: slowpokez on April 07, 2013, 08:15:31 am  
Quote from: Tirion on April 07, 2013, 05:42:15 am  
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Maybe he's just another type of evil influence (a bisexual murdering one) and is against the gauntlet to avoid competition?

Yeah, thats it. 8)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **April 07, 2013, 02:42:01 pm**

Is it time to stop refering to him as "the paranoid one" and simply go for  
Quote from: Kaos on April 07, 2013, 05:42:15 am  
(a bisexual murdering one) ?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **April 07, 2013, 03:33:18 pm**

Quote from: slowpokez on April 07, 2013, 02:42:01 pm  
Is it time to stop refering to him as "the paranoid one" and simply go for  
Quote from: Kaos on April 07, 2013, 05:42:15 am  
(a bisexual murdering one) ?

lets just simplify it further and call him "the evil one"

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2013, 04:13:08 pm**

Quote from: xominxac on April 07, 2013, 02:31:25 pm  
Quote from: Kaos on April 07, 2013, 02:23:11 pm  
Quote from: xominxac on April 07, 2013, 01:37:21 pm  
Quote from: slowpokez on April 07, 2013, 08:15:31 am  
Quote from: Tirion on April 07, 2013, 05:42:15 am  
So, we murdered someone in cold blood. I think ~~that gauntlet~~AfellowDwarf influences us already, wearing it isn't necessary for that. We might as well put it on, to enjoy the benefits too.  
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Maybe he's just another type of evil influence (a bisexual murdering one) and is against the gauntlet to avoid competition?  
Yeah, thats it. 8)

Aye. Having an axe-murderer type around while we use people to further our own goals would be troublesome. He'd light the elves' trees for sure.

Quote from: alonard on April 07, 2013, 03:33:18 pm  
Quote from: slowpokez on April 07, 2013, 02:42:01 pm  
Is it time to stop refering to him as "the paranoid one" and simply go for  
Quote from: Kaos on April 07, 2013, 05:42:15 am  
(a bisexual murdering one) ?  
lets just simplify it further and call him "the evil one"

I usually think off myself as just plain mad.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **April 07, 2013, 04:34:01 pm**



Since the poll is going in such an undesired direction would someone be so very kind as to explain how you envision Nerin's acquiring of information upon the supposed relatives of this poor fisherdwarf?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2013, 05:24:20 pm**

Err.. Ask one of the local miners?

We wipe the blood on us on his cap instead of the handkerkief. We then tell the miners we saw a dwarf fishing at the well one moment, and that he dissapeared after we looked away. All we found of him was his bloodied cap. Then we ask if they knew where he might've went; if he has any family here or something. At the very least they should be informed of his disapearance.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 07, 2013, 11:09:06 pm**

Keep searching the old mines! It would be bad (even worse) for his mental health to go and inquire about the poor dwarf and the fact that Nerin would be the only one asking questions about him could cause others to notice the fisherdwarf is gone. If Nerin gets in a tough spot (with the dwarves in this fort) we don't need him killing anyone else without good reason!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 08, 2013, 06:18:36 am**

Quote from: xominxac on April 07, 2013, 11:09:06 pm

If Nerin gets in a tough spot (with the dwarves in this fort) we don't need him killing anyone else without good reason!

Creating orphans is a good reason! Besides, the other option is to try and get in his family's collective beds, and we all know that'll win from murder any day in this poll.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 08, 2013, 12:35:38 pm**

Quote from: AfellowDwarf on April 08, 2013, 06:18:36 am

Quote from: xominxac on April 07, 2013, 11:09:06 pm

If Nerin gets in a tough spot (with the dwarves in this fort) we don't need him killing anyone else without good reason!

Creating orphans is a good reason! Besides, the other option is to try and get in his family's collective beds, and we all know that'll win from murder any day in this poll.

I do not approve of your mindset. >:(

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 08, 2013, 12:51:01 pm**

I don't see why you hate orphans so much. What have they ever done to you?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **April 08, 2013, 02:59:45 pm**

Leave the goddamn crime scene Nerin, NOW. You can research the fisherdwarf's family later, when someone else found him. Avoiding suspicion is your first priority, and it wouldn't be healthy for you to be investigated by law enforcement, even as a witness. Remember, you kinda are an illegal migrant.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Necrisha** on **April 08, 2013, 03:43:22 pm**

I vote for exploring the old mines! At the very least there will be animals to kill for food and such.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **April 08, 2013, 03:47:53 pm**

I meant to click explore mines not mine cart roller coaster, so one extra vote there.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 09, 2013, 02:34:38 am**

Quote from: gman8181 on April 08, 2013, 03:47:53 pm

I meant to click explore mines not mine cart roller coaster, so one extra vote there.

So that makes it tie. I don't see a compromise happening here, though.

Quote from: Necrisha on April 08, 2013, 03:43:22 pm

I vote for exploring the old mines! At the very least there will be animals to kill for food and such.

Bones would be nice as well. We could make ourselves a shield if we find a workshop.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 09, 2013, 12:34:40 pm**

Quote from: AfellowDwarf on April 09, 2013, 02:34:38 am

Quote from: gman8181 on April 08, 2013, 03:47:53 pm

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So that makes it tie. I don't see a compromise happening here, though.

Quote from: Necrisha on April 08, 2013, 03:43:22 pm

I vote for exploring the old mines! At the very least there will be animals to kill for food and such.

Bones would be nice as well. We could make ourselves a shield if we find a workshop.

What would even be the reason into looking into the fisherdwarfs life? Just to go find the rest of his family and put them out of their misery?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 09, 2013, 02:01:14 pm**

Quote from: xominxac on April 09, 2013, 12:34:40 pm

What would even be the reason into looking into the fisherdwarfs life? Just to go find the rest of his family and put them out of their misery?

Nah. We'll try to bed the adults first, if that fails we'll kill the fisherdwarf's partner(if any) and feed the resulting orphans chestnuts. We'll do this becouse Nerin needs to atone for his recent misdeeds, and it'll be nice and poetic if we can find something related to the fisherdwarf's murder. If the fisherdwarf didn't have kids, and nobody wants to bed Nerin, we're out of luck though.

Edit:  
Maybe we could cause a mining accident, and carry our wounded victims to the hospital? Helping wounded people must be worth a bit of good karma.(Perhaps we can put them into a wheelbarrow if we can find one? Good karma is nice and all, but we've got better things to do.) Also, they'll leave their mining equipment unattended when we injure them. That'll be handy.

Edit2:  
If the stalement persists, I guess I could be sporting enough to switch my vote over to the old mines.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 13, 2013, 12:29:28 pm**

# Slowpokez, I choose you!



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **April 14, 2013, 05:19:56 pm**

Well, while that is true there are several other reasons for my lack of punctuality. Primarily the fact that I managed to delete all my stuff...And gimp decided to troll me by reopening all the files-for a moment I almost thought I'd gotten it back- but upon closer inspection they were all blank. -\_\_\_\_\_-'

How 'bout we have fellodorf write up a chapter and I'll pick up after that, eh? Totally justifiable, Nerin blacks out due to the murder and our sick friend gets to roam around for an hour or two.

Pros: I physically can't start over from the beggining again, getting depressed just thinking 'bout it...  
Cons: I havent notified Afellodwarf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 14, 2013, 05:40:13 pm**

The premise seems nice. But depisite the fact that I check this thread every half-an hour or so, I actually have quite a bit of work on my hands.(this thread is pretty much my biggest well of procrastination).

I probably won't have the time to put time into writing something up untill next weekend at least, it might even be the one after.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 14, 2013, 10:55:15 pm**

Quote from: slowpokez on April 14, 2013, 05:19:56 pm

Well, while that is true there are several other reasons for my lack of punctuality. Primarily the fact that I managed to delete all my stuff...And gimp decided to troll me by reopening all the files-for a moment I almost thought I'd gotten it back- but upon closer inspection they were all blank. -\_\_\_\_\_-'

How 'bout we have fellodorf write up a chapter and I'll pick up after that, eh? Totally justifiable, Nerin blacks out due to the murder and our sick friend gets to roam around for an hour or two.

Pros: I physically can't start over from the beggining again, getting depressed just thinking 'bout it...  
Cons: I havent notified Afellodwarf.

What?



Wait a second, what about all the stuff at the beginning of this topic, or are you talking about things you did but did not post?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 15, 2013, 11:08:22 am**

Quote from: xominxac on April 14, 2013, 10:55:15 pm

Wait a second, what about all the stuff at the beginning of this topic, or are you talking about things you did but did not post?

Well, the gauntlet was pre-planned for starters, that probably wasn't the only thing. He also mentioned he had a whole world ready in case we left blackgate.

Edit:  
All right, I've got a fair bit down at the moment, though I won't have the time to finish it anytime soon. Regarding a minor detail, what color should I give Tirion's voice? I've given him a total of one line.

Edit2:  
The way it looks right now, I'll be pretty exousted on friday/saturday, so I'll most likely finish the piece on sunday. Maybe saturday eve should I manage to get a nap. I'm going with blue for Tirion, by the way. Mentioning it is more important then agreeing on it, anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **April 28, 2013, 09:17:36 am**

soooooo are we dead or just in a coma?  
have been a while since anyone posted so i decided for you all to hear my holly voice again AND GET BACK TO ENTERTAINING ME XD

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 28, 2013, 10:19:07 am**

Yeah.. I'm supposed to do some filler while Slowpokez gets his stuff together. However, I've been kinda busy. I could try to get something up today, though. I still need to do some work, but I think I could manage. Anyone know a good image sharing site you can use here?

Edit: I think I'll go with this color for Kaos.

Edit2: All right, one more image, and I'll just need to upload them. The whole piece is less big then you'd expect, what with the time I took, but at least there's quite a bunch of pictures. Reused assets from slowpokez, but still.

Edit3: The moment I find a good image sharing site, I'll be good to go. Please keep in mind that I was busy and that, contrary to slowpokez, I'm neither much of a writer nor an artist.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 28, 2013, 02:13:29 pm**

Enjoy.

All right, Nerin, let’s ask about the family of the poor man you just murdered

I..

You know, his wife, kids etcetera.

Murdered..

No, that’s just stupid. let’s go into the old mines, now. Lay low for a bit.

**Murdered...**

Wipe his blood of your face, first.

His.. blood...

Nerin, quit muttering and obey our orders!

...

Nerin?

...

Hey guys. Look at this! I’m making him walk!

Oh god no.. Nerin! Please wake up. Please!

Now, obviously, Nerin could regain control at any moment, so I need to act quick, get my priorities together.

Your what? You blah blah blah...

Now, I could try get my hands on a dress. A noble goal if ever I knew one, but Nerin will probably tear it of in an instance. Poor boy doesn’t know carp about fashion.

Should we even try talk sense into this?

Bedding anyone isn’t half as fun without Nerin to struggle against my orders, so I guess that leaves the elf.

You’re an elf!

Of course, if I can’t get a majority to let him free, he’s dead the moment I lose control. So that leaves me with preparing. Most stuff should be easy enough to get. Except hair... I could cut of Nerin’s, but..

Elf!

Exactly.

So I’ll just go find someone to kill. But first things first.

Spoiler (click to show/hide)



([http://s1361.photobucket.com/user/Afellowdwarf/media/Afellowdorfsminecartadventure\\_zpsffbdd490.png.html](http://s1361.photobucket.com/user/Afellowdwarf/media/Afellowdorfsminecartadventure_zpsffbdd490.png.html))

That’s better.

Now, I need to find a target alone, so I guess I’ll try to get some stray animal or lost citizen in a quiet place. There, I’m going to kill someone in the old mines, like most of you suggested. I’m, like, the voice of the people.

\*Groan\*

\*A few moments of rummaging through surprisingly empty caves later\*

Well look at that. A hole.

\*Crawls in\*

I wonder what’s in here. Hope it has hair.

...

Well, there certainly is something here, collecting random debris from the tunnels. I'd like a monkey. And I guess two rocks or so will come in handy. But-

Spoiler (click to show/hide)



([http://s1361.photobucket.com/user/Afellowdwarf/media/Afellowdorfmeetsascavenger\\_zpsbf2d0778.png.html](http://s1361.photobucket.com/user/Afellowdwarf/media/Afellowdorfmeetsascavenger_zpsbf2d0778.png.html))

As Nerin’s eyes further adjusted to the darkness, it was revealed that this man was wholly uncovered by anything but curly grey hair.

Nerin, tell hi-



...

Carp.

Wassyou doing in me shack?

...

...!

Now there's an idea..

## I am Gili stonehelm!

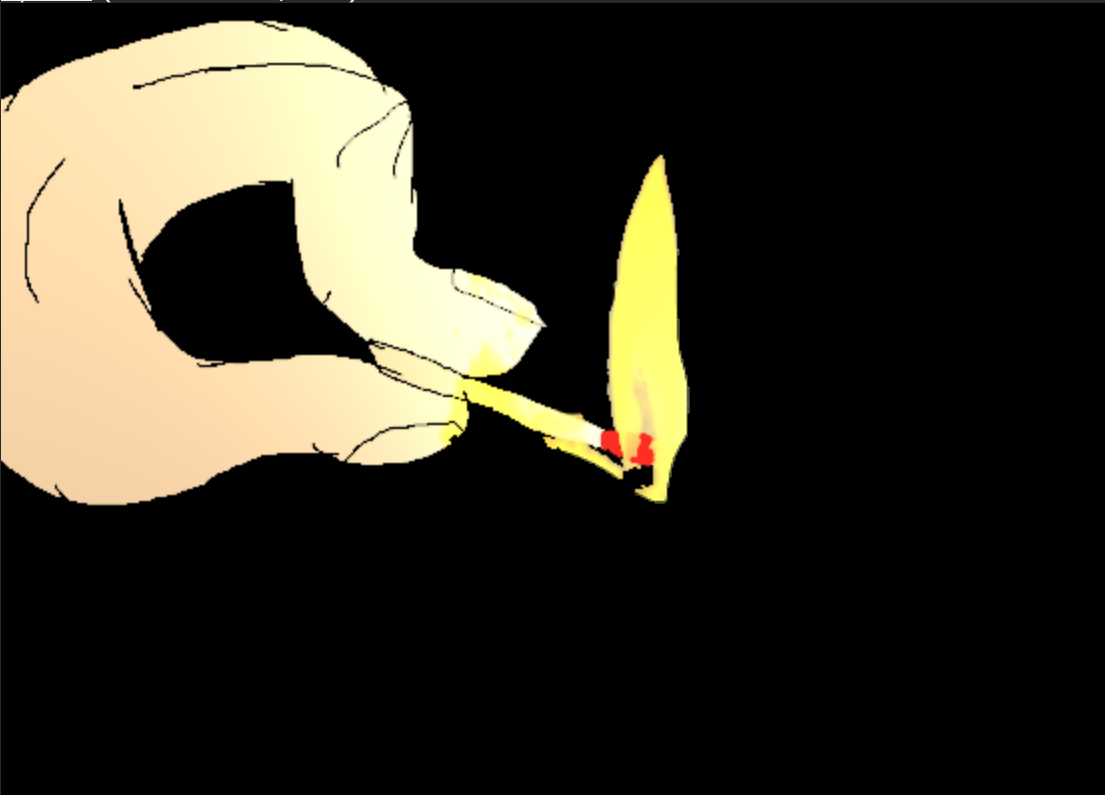
[Spoiler](#) (click to show/hide)



([http://s1361.photobucket.com/user/Afellowdwarf/media/Sock2\\_zps6ee529d1.png.html](http://s1361.photobucket.com/user/Afellowdwarf/media/Sock2_zps6ee529d1.png.html))

## God

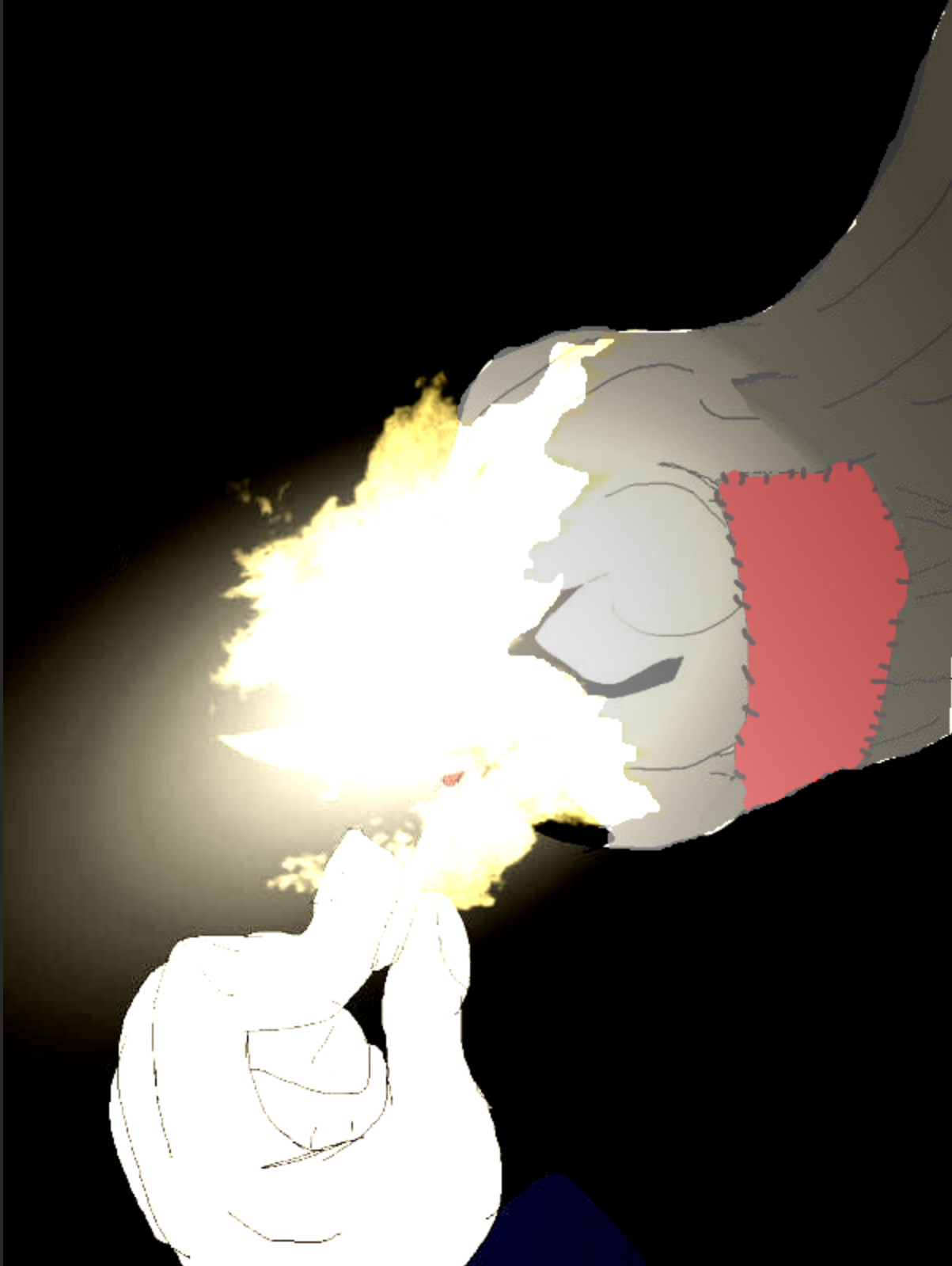
[Spoiler](#) (click to show/hide)



([http://s1361.photobucket.com/user/Afellowdwarf/media/Match\\_zpsff15a0bb.png.html](http://s1361.photobucket.com/user/Afellowdwarf/media/Match_zpsff15a0bb.png.html))

## Of fire

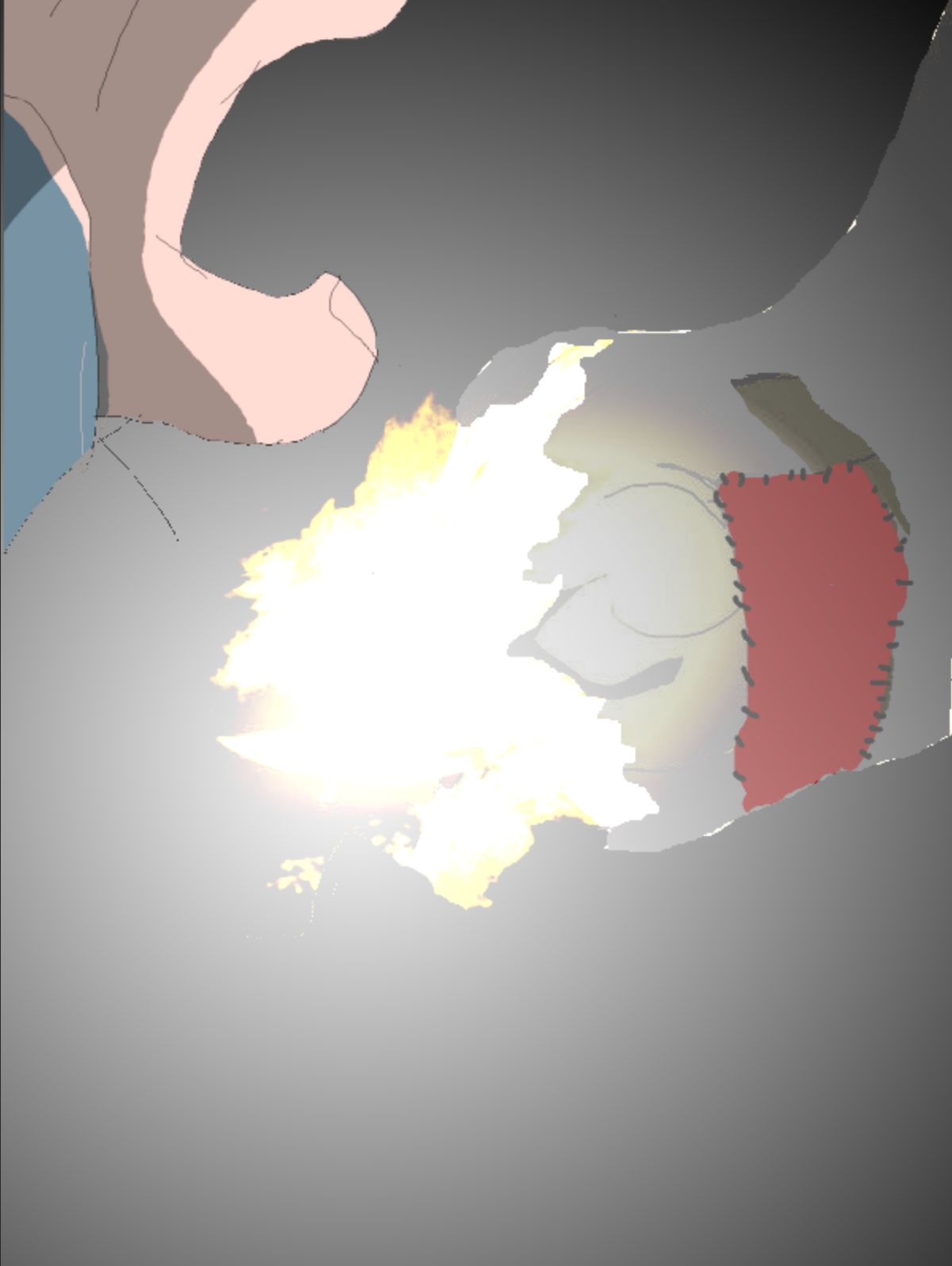
[Spoiler](#) (click to show/hide)



([http://s1361.photobucket.com/user/Afellowdwarf/media/Sock3\\_zps511ce1bc.png.html](http://s1361.photobucket.com/user/Afellowdwarf/media/Sock3_zps511ce1bc.png.html))

And reason!

[Spoiler](#) (click to show/hide)



([http://s1361.photobucket.com/user/Afellowdwarf/media/Thrownsock\\_zps4aa5916f.png.html](http://s1361.photobucket.com/user/Afellowdwarf/media/Thrownsock_zps4aa5916f.png.html))

Gah!

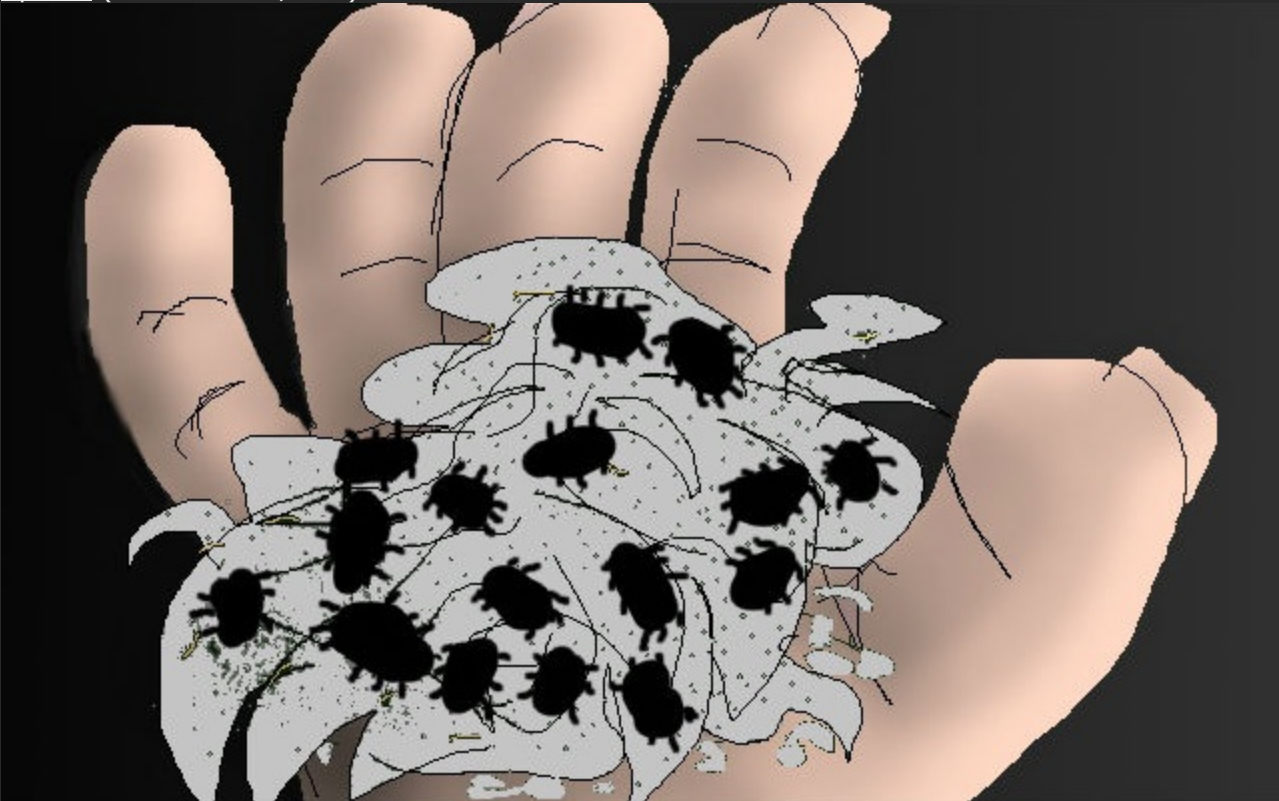
And I demand tribute. Give me your hair, or be cursed.

Letsme get me sharp rock. Letsme get me sharp rock.

Carp. He had a sharp rock? I could’ve used that.

Messgot you me me hair for you. Pleases leavesme alone.

[Spoiler](#) (click to show/hide)



([http://s1361.photobucket.com/user/Afellowdwarf/media/Liceyhair2\\_zps29b47c64.jpg.html](http://s1361.photobucket.com/user/Afellowdwarf/media/Liceyhair2_zps29b47c64.jpg.html))

Magnificent.

I refuse to believe that worked. Well, 'worked' anyway..

Are those lice?

They’re a bonus. We can train them later.

Finally.

Anything else, and I risk nerin waking up in the middle and panicking. So that’s about all I can do for the plan at the moment. I suppose I’ll amuse myself for a bit. Heh. Looks like the fire is coming along nicely. I wonder how long it’ll take for anyone to notice?

...

\*Wandering about untill he finds a random dwarf\*

Excuse me, sir. Would you know where to find some elderly people?

This can't be good.

Just follow tha' road an ya'll see a statue 'o one o'em cats, then take ta door on ye left. We've got a big room full o'beds where we let em decompose like. Useless sacks of dust..

Hey, this isn't the road he pointed to. Where are you going?

Back to the brewstry, of course. We'll need supplies for what I'm about to do.

...

Hey, Brewster!

Well, what are you up to now, mate?

I \*um\* need a barrel of drinks. Do you, \*um\* have a spare one? Cheap \*um\* if you can manage?

Sure. I've got one for ya right `ere.

\*Hnf\*

Just let me put this down while I get your payment.

...

\*um\*

So, what you need all that drink for, eh?

It's for the \*um\* less fortunate. There \*um\* you go.

\*Hnf\*

'I can haz'

This must be it...

...

When I arrived at the so called home for the elderly, they were surprised to see me at first.

Oh no..

But when the drinks started flowing, they became looser and looser. As did their clothes.

Kill them. Please? Pretty please? We'll light them on fire, take their limbs and everything.

Jokes were told, old stories were started, but our minds turned to other things long before those were finished.

No, no, no, no no...

Old bodies got up from long times of inaction, and started *moving*.

I cannot scream. I cannot -physically- scream.

It was a grand, wrinkly mess. There were a few more men then women, but we didn't mind.

You're gay. You're all gay. GAAY. You hear me? Gay. You have to stop now. You ***need*** to ***stop***.

Some relatives eventually came. Some turned away in disgust, a few others joined. A few of the earlier participants fell asleep in the middle, too. Overall, the balance of genders didn't really change.

Why are you doing this? What did we do? What did anyone do?

In the end, I had atoned Nerin for previous misdeeds, and enjoyed it.

...

We shouldn't forget to take the barrel.

Now, I realize this isn't of the usual quality, but that's why Slowpokez does this thing and not I. Anotheredit:(Of course, if I've been a little too liberous at any point, you can always cut this thing off at any moment, let that be cannon and turn the rest into my mutterings.)

Edit: Oh dear. I used the wrong sock image. I'll fix that in a moment.

Edit2: There.

Edit3: Corrected the lice pick, too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **April 28, 2013, 02:59:24 pm**

We need to get very drunk very quickly before that orgy enters our long-term memory and manifests itself as drawings of the act.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 28, 2013, 03:02:42 pm**

Quote from: Tirion on April 28, 2013, 02:59:24 pm

We need to get very drunk very quickly before that orgy enters our long-term memory and manifests itself as drawings of the act.



Now that's some sound thinking. Looks like my wisdom is rubbing off on you lot. I thought about doing something with the hallucinatory corpse pile, but that didn't quite work out.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **April 28, 2013, 03:12:05 pm**

i agree we do need to get really drunk especially you so we can take control back before its too late so that Nerin wont remember anything... his sanity is long gone but i dont want us running around naked so let the boos flow

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **April 28, 2013, 03:49:40 pm**

What...What have I done...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **April 29, 2013, 12:05:06 am**

Quote from: slowpokez on April 28, 2013, 03:49:40 pm  
What...What have I done...

This is why you don't let an insane person take care of a soon to be insane dwarf. It will only speed up he process.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **April 29, 2013, 12:36:27 am**

Quote from: AfellowDwarf on April 28, 2013, 10:19:07 am  
Edit: I think I'll go with this color for Kaos.

One of my favourites! How did you know? :o

@story: that was... just gross!! wrinkly bi-orgy.... EEEEWWWWWW

Quote from: slowpokez on April 28, 2013, 03:49:40 pm  
What...What have I done...

Did you really not see something like that coming?

Regardless, is good to see this thread hasn't gone dead.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 29, 2013, 02:05:47 am**

Quote from: Kaos on April 29, 2013, 12:36:27 am  
Quote from: AfellowDwarf on April 28, 2013, 10:19:07 am  
Edit: I think I'll go with this color for Kaos.  
One of my favourites! How did you know? :o

I just based it off your avatar's beard color.

I suppose we should trade that barrel in for some soap. Get that old people'y sweat smell off us.

Edit:  
Did I even use protection? I think I didn't. I hope *they* didn't. Old dwarves tend to forget.. Drunk ones too. Maybe we'll get a little nerin running about in nine months! I say we kidnap our bastard.

Edit2:  
Quote from: alonard on April 28, 2013, 03:12:05 pm  
i agree we do need to get really drunk especially you so we can take control back before its too late so that Nerin wont remember anything.

I believe Nerin took back 'control' when my entry ended. As for drinking to have Nerin forget, I think he might appreciate some context as to why the elderly act so strangely around him, and why we'll be kidnapping some senile woman's child.

Edit3:  
When the elves invade, we should seal the elderly in with booze and food. Maybe some extensive chairs and tables so they won't get bad thoughts? I wouldn't want the mother of our heir-to-be to have a miscarriage.

Edit4:  
Let's go to the market, buy some cheap animals and a pick. We can mine out a few workshops in a quiet part of the old mines, use the bones and leather to decorate our stuff and perhaps create low quality armor, and the meat to train war lice? We can also futher decorate our stuff with rock gems.

Edit5:  
I hope we get bastard twins. What would the odds be of having infected multiple elderly with our spawn?

Edit6:  
I say we make one of our spawn our favorite for no apparant reason, but teach this spawn to be a cheesemaker. We should also have our most undexterous and clumsy spawn be a doctor's apprentice, and teach the rest of our spawn to kill. Oh, and we need to force them to say some wierd phrase before we let them drink, and clap twice above their heads. If we ever get a monkey, we'll put it into clothes and tell them it's their older sibling.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **April 29, 2013, 11:26:30 am**

Ok, I'll get this rollin' again soon.  
Today I shall study.  
Tomorrow I shall drink.  
Wednesday I shall sleep.  
But upon the day beyond that the story of Nerin shalt once again be reborn from the ashes that our idiosyncratic companion has left before us.

I missed this one b4-  
Quote from: AfellowDwarf on April 28, 2013, 10:19:07 am  
Edit3: The moment I find a good image sharing site, I'll be good to go. Please keep in mind that I was busy and that, contrary to slowpokez, I'm neither much of a writer nor an artist.

While I of course appreciate your praise I feel that it is somewhat undeserved. You know that up until just a few years ago I would by most be described as an ignorant drugdealer completely oblivious of matters such as literature and culture? Sadly they'd be quite correct in that assessment...

This forum is full of real artists sharing their works for free, talented writers creating truly amazing stories and even people whose scientific knowledge exceeds that of a physics professor. Simply put, there are so many whose work overshadows my meager attempts to entertain that it would be unjustified to describe me as an artist or a writer.  
Well either way, I'll be back in a few days. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 29, 2013, 11:31:25 am**

I just ment to say that I barely have any experience below my belt, whereas you've written and painted a lot of pages already.

Edit: I also say that we should forbid any of our spawn to dress themselves. They must convince the other spawn to dress them instead. Of course, we'll punish any of the spawn who refuses to dress the cheesemaker.

Edit2: Oh, and let's forbid one of them from chewing their own food.

Edit3: We should make any boys wear pigtails with ribbons, and scold the girls for not having beards.

Edit4: To keep ourselves from taking one spawn for another, we should feed them booze untill they're unconcious, then have their names tattooed on their foreheads.

Edit5: We should teach them to fear eggs, and roll around whenever they see one as to escape their wrath.

Edit6: Huh. Looks like I missed something as well.

Quote from: Kaos on April 29, 2013, 12:36:27 am  
that was... just gross!! wrinkly bi-orgy.... EEEEWWWWWW

Well, with Nerin being male, the only way we'd be able to end up with a bi-free orgy, well, in your words it'd be

[Spoiler](#) (click to show/hide)

The option is still open if you wish to experiment, mind.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 04, 2013, 11:45:58 am**

Shit! Nerin's comin' back!  
He'll be delighted to hear of my work!  
Quickly let's hurry back to the mines and pretend as if nothing happned...  
What!?  
Ahh shut up, you've caused enough ~~problems~~ erhmm... lifescaring memories as it is...

-...Wha...what happned to me?  
[Spoiler](#) (click to show/hide)



Seems like you passed out man...  
That's right...the...the fisherdwarf...How long was I out!?  
Uhmm...i dont know...uhhm...a while?  
...we have to find his family! It's the right thing to do!  
I'm not sure about this Nerin...  
Let's talk to those two over there!  
NO! Nerin, no!  
  
-Hey, do you know...uhmm the fisherdwarf over by the well?  
-Hoho, It's you!  
-It's you again! You sure know how to throw a party! ;D  
[Spoiler](#) (click to show/hide)



-Wait...what...  
-Be sure to give us a an invite next time too.

What the fuck is this!?  
Don't listen to them...they are all liars!  
What really happned when I was gone...?  
Sigh....you really dont want to know...  
IT WAS GLORIOUS! Hours of true euphoria! Nothing can ever t...  
Make him shut up!  
What have you done!?  
It wasn't us! It was just him! "The bisexual and murdering one"!  
Just what...

-Are you okay?  
-Yes...I think so...  
-You asked about Luraf?  
-The fisherdwarf.  
-He's a strange one, likes to keep to himself.  
-Any family?  
-Not that I know of...why are you wondering?  
-oh...no reason...  
-Maybe we could head back to our place? We'd love if you'd do "that thing" again. ;)  
-Huh?

Nerin RUN!  
Why?  
JUST RUN!  
\*Back at the mines\*  
Where were we going?  
The abandoned mines I think...  
Sure...what the fuck is this stuff!?  
\*Nerin pulls out a fistfull of ~~louses~~ lice and old hair\*  
That is...sigh...just forget it....  
It's all necessary for my masterplan!  
o\_\_\_\_\_O'



Place seems pretty empty...there is a dark hole heading down into the mountain but otherwise there isnt much to take notice to. Perhaps we should take another route? Or should we start climbing?

---

Before anyone else says something. Slowpoke is my IRL nickname, I'm literally known for my lack of punctuality.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **May 04, 2013, 11:56:35 am**

yay the insanity is back  
now do we want to try and release the circus or do we want to do something more productive like try and become the place's party organizer?  
A)if we try to release the circus we are very likely to die  
B)if we become the main party organizer we will meet a lot of people in power who we should be able to impress one way or another leading to better life and maybe even mayor's job  
so i say lets go with B :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **May 04, 2013, 12:54:23 pm**

It's back!  
And if I might say, mayor's job looks tantalizingly close after the bisexual and murdering one's little stunt. We are now *very* close acquaintances with the fort's senior population...think of them as voters.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 04, 2013, 01:00:31 pm**

We can take that sign off for a moment, write something along the lines of 'old mine exit' on the back, and put it back up. We can also light those planks up in the hope that it'll cause a cave-in. Or we could carefully remove all the wood, and use our axe to create cheap woodcrafts. Anotheredit: Since we don't have a corkscrew or something similair to make holes with, we should probably make scepters.

Quote from: Tirion on May 04, 2013, 12:54:23 pm

It's back!  
And if I might say, mayor's job looks tantalizingly close after the bisexual and murdering one's little stunt. We are now *very* close acquaintances with the fort's senior population...think of them as voters.

I don't think that's such a good idea. If we take out the mayor, the warden will be all over us. Besides, we don't know if the assasins come with the job. If they don't the major will have every reason and measure to kill us.

Edit:  
Maybe we should shout "Look out behind you!" in the caverns, followed by "Ha Ha, Fooled you!" before we try to remove the wood?

Edit2:  
Oh, and the circus is just a mith made up by bad, bad people who want to keep the dwarves from unleashing the apocalypse for some reason.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 04, 2013, 01:38:59 pm**

So whats in the Ol' mine? Anyone want to check it out?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 04, 2013, 01:43:20 pm**

Quote from: xominxac on May 04, 2013, 01:38:59 pm

So whats in the Ol' mine? Anyone want to check it out?

As far as the 'inside the box thinking' options go, I find climbing the most appealing. That way, the pile of rocks that these dwarves call a mine won't collapse onto us.

Edit: We're no miner, and the guild hall will probably be too full of dwarves for us to successfully nick anything, so I don't see why we'd go there. And since we<sub>(I)</sub> lit part of the track's support, the rollercoaster will probably be a bad idea. That leaves the main staircase and the deathtrap.

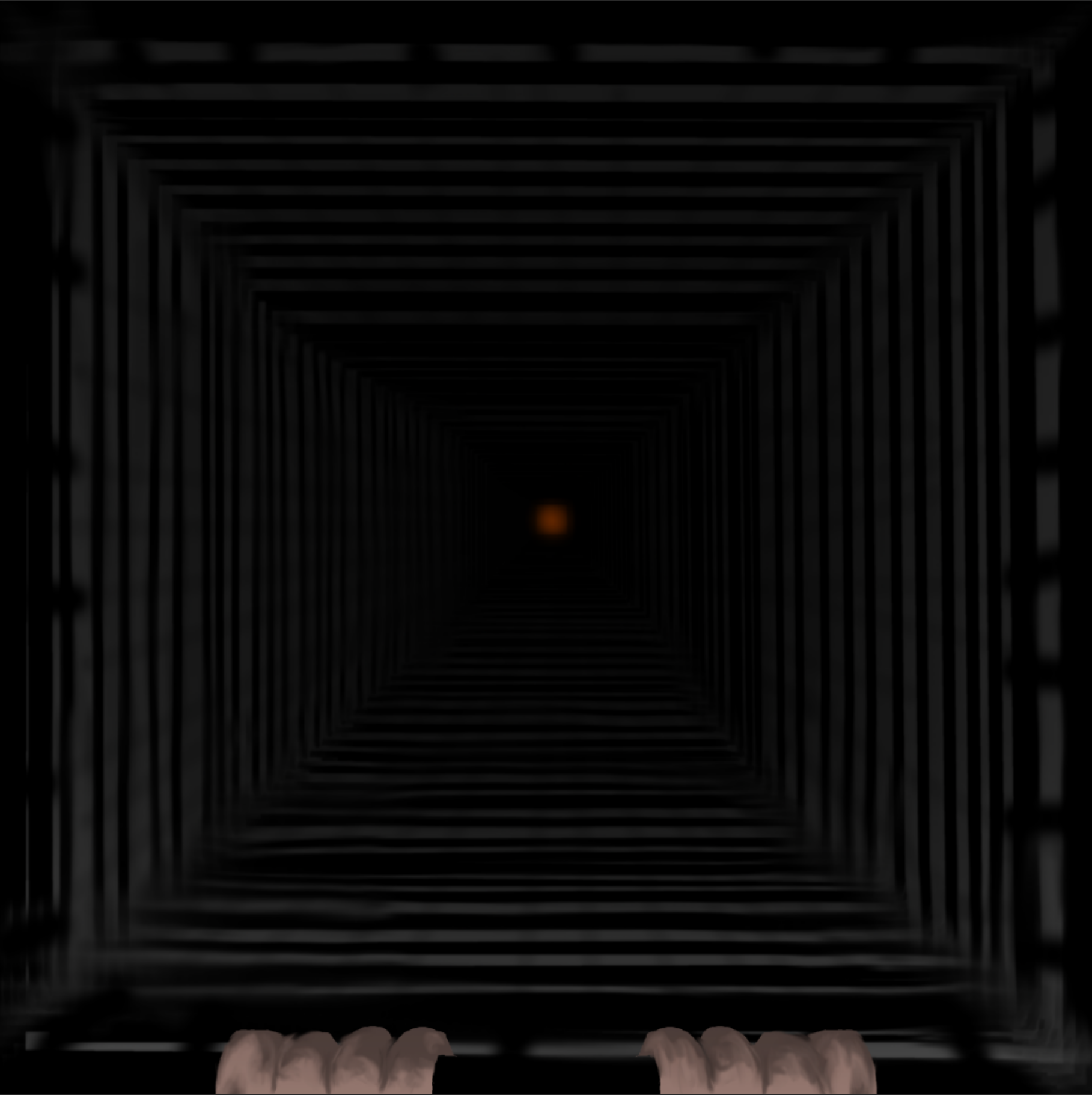


Edit2: If we encounter the old people again, we should tell them we ran because we ate something bad that day and really had to use the loo.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 10, 2013, 04:59:55 pm**

Nerin this place is a bloody waste of time. Let's take another way.  
All right, wasn't really that tempted to climb down a dark crevice anyway. So where else then?  
We're no miner, and the guild hall will probably be too full of dwarves for us to successfully nick anything, so I don't see why we'd go there. And since we(I) lit part of the track's support, the rollercoaster will probably be a bad idea. That leaves the main staircase and the deathtrap.  
That is the most logical thing you've said in a long time...  
Well, let's go down the stairs!

Oh...



That's a lot of steps...

Upon closer inspection there seems to be four possible directions: -Fungi cavesystem -Mining floor -A deeper cavesystem -The magma forges.  
One should probably eat something first if one was heading down towards the bottom floor.

I'll make a longer update sometime this weekend. :P  
Pm me if you wanna play a match Dota sometime ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 10, 2013, 09:25:24 pm**

Whats down at the magma forges? Is it also possible to get a ride up or down to the forges on a minecart?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **May 11, 2013, 01:21:21 am**

Fungi cave system sounds like it has some edible things. If they turn out to have been prized possessions of some hot gardener chick who needs to be ...compensated for losing them, so much the better.

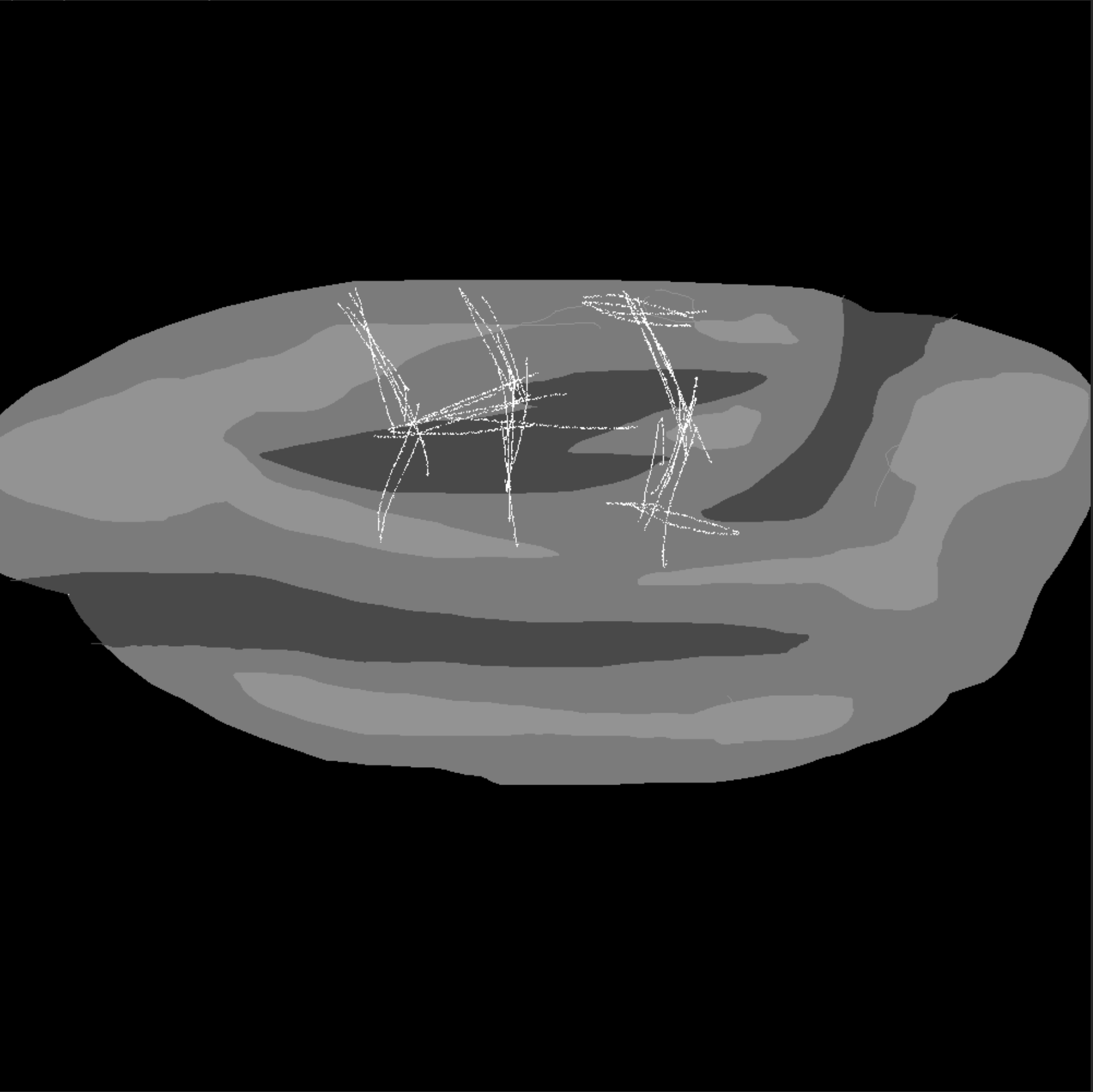
Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 11, 2013, 05:22:13 am**

The fungi cavesystem sounds good, free food will be nice and we might be able to find someplace to make something out of the less edible plants, generating us some income. It's also relatively close.

It's also tempting to find a reasonably sized rock from the caves we've passed, and throw it down these stairs. We should carve some greeting on it; the dwarves down there must get lonely. 'Hi' would be the easiest, but 'How's it going?' will be so much funnier if it lands on someone's head. We can also just spit down and call it a day.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 11, 2013, 02:03:50 pm**

Damn, that's quite a drop...  
Yea, step away from the edge Nerin.  
Let's throw down a rock.  
What...Someone might get hurt!  
Pfff that doesn't even matte... wait...let's write a greeting for the dorfs down there!  
...sigh.  
[Spoiler](#) (click to show/hide)



Just "Hi"?  
Well, it's a fucking rock not a bloody book eh?  
[Spoiler](#) (click to show/hide)



Sswwocshhh

1...

2...

3...

4...

DDchunkgk

.

.

.

Well...that was anticlimactic...

What were you expecting?

It was your bloody idea to start with!

All right which way do we go?

I'd suggest the top floor since at the mining fields someone might recognize us, the deeper caverns might be dangerous and the it might take hours for us to reach the lower floors.

Seems reasonable.

This place is amazing! Like an underground forest! I feel like I'm outside but I'm not!

...Duh

You didn't have caves at Rocklod!?

Well...not big ones like this, with plants and stuff...

Rocklod seems like such a shitty place...

Well at least back there everyone wasn't out to hurt eachother!

You won't come far in life if you believe in the good of man. The world around you will bring you down sooner or later...

Listen up 'ere, when the world is out to fuck you over the only thing you can do is to fuck up the world so hard that you're able to break the foundation of its crooked laws!

...Thanks for the advice...I guess...

Wait...That's a PLump helmet!

[Spoiler](#) (click to show/hide)



Sure munch down those plumps but avoid the other ones, you never know what wierd stuff might be growing down 'ere.  
Might aswell pick up a few dimple cups and sweet pods while your at it.  
Roger that.

-Bag-  
[Spoiler](#) (click to show/hide)  
~~Solid rock cogwheel~~  
Rottening syrup roast  
Map of Blackgate  
~~A spare sock~~ Gulog's sock  
The scarf  
A handful of rotten Rowanberries  
My traveling coat and an empty pipe.  
A diorite earring  
A pair of loafers with holes in them  
~~A sack of chestnuts~~ eaten  
dried moths

A goblin axe  
Extortusshis  
A pair of glasses  
A "sidecape"  
A copper key  
An small unlabeled bottle  
A handkerchief

New shirt  
An old fishing rod.  
Some ratweed  
A cap

2 Dimple cups and 3 Sweet pods

128 coins (Some was spent on partybooze)

There's another one up there.  
But I'll have to climb up there...  
It's only a few Urists anyway.

-Wtf!  
[Spoiler](#) (click to show/hide)





That thing is huge!  
I should run away!  
Keep calm, it probably hasn't seen you yet.  
What the fuck is that thing!?  
...no idea.  
-That' be Ularth, the last of his kind. He has crawled across these cavern floors long before the birth of the dwarven race. Perhaps he shall remain after it's downfall aswell...  
[Spoiler](#) (click to show/hide)



-Oh shit, uhmm...who are you?  
-I have no use for a name.  
-So you live down here?  
-Mmm

uhmm well...what do we do now? Talk to the unnamed dwarf? Sneak past Ularth and venture further into the forest of fungi? Or something else of course.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 11, 2013, 03:37:20 pm**

(For a moment there, I thought that was Xiomaniax speaking.)  
We could ask this man about artifacts. If stuff happens with the gauntlet, we can always feed him to Ularth.

We could also ask this man if he knows any mushrooms with special properties.

We could ask after the downfall of the dwarven race as well.

Maybe we can inquire about his booze supply? He could have stuff to trade.

Edit: Is Ularth seeping some kind of white syndrome into the water, or is that just stone?

Let's ask Ularth if he speaks dwarven.

Edit2: if we're done talking, we could stick some of the smaller mushrooms in that yellow one with the holes.

Edit3: We *could* flirt with Urist Mc.Nameless, but I personally think he's to likely to rob us if we bed him. He might not even have bed, and I don't know what kind of diseases we could catch from that moss.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **May 12, 2013, 01:07:49 am**

Damn, I hoped the local dwarf would be female and young.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **May 12, 2013, 01:54:03 am**

put on the gauntlet and slay the forgotten beast! just think of the profits if we butcher and process it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **May 12, 2013, 02:17:03 am**

Quote from: Kaos on May 12, 2013, 01:54:03 am  
put on the gauntlet and slay the forgotten beast! just think of the profits if we butcher and process it.

How do we butcher and transport it before it rots? The dwarf:meat mass ratio in that cavern is worse than 1:1000. Also, how could we kill it? It's too big, a push from it will leave us as a smear on a wall. And it's the last of it's kind, so an endangered species... we should ask more from the old dwarf and avoid provoking the giant walrus.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **May 12, 2013, 10:02:48 am**

Quote from: Tirion on May 12, 2013, 02:17:03 am  
Quote from: Kaos on May 12, 2013, 01:54:03 am  
put on the gauntlet and slay the forgotten beast! just think of the profits if we butcher and process it.  
How do we butcher and transport it before it rots?

Minecarts?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **May 12, 2013, 10:26:25 am**

i say we learn as much as we can about this creature and only then decide what we do with it  
who knows maybe we'll be able to unleash it on the fort if things go really bad

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 12, 2013, 10:37:12 am**

Quote from: Kaos on May 12, 2013, 10:02:48 am  
Minecarts?

So, we'll inconspicuously create minecart tracks back to the market, find someone willing to buy meals and bonecrafts in bulk, then proceed to sell everything without anyone becoming curious, investigating and stealing our stuff? Really, if we were that good at stealth, we might as well rob the mayor and be done with it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 12, 2013, 12:39:49 pm**

Quote from: AfellowDwarf on May 11, 2013, 03:37:20 pm  
(For a moment there, I thought that was Xiomaniax speaking.)

Hahaha, Is that supposed to be a play on my name?

Anyways, the unnamed dwarf does not appear hostile and since he looks like he's been living here for some time we could at least ask him some general questions about the area and himself (some landmarks, things to look out for, where he came from and why he's living here. Maybe he came from the fort up above but because of political tensions decided to live a more peaceful life down below?).

Also slowpokez, nice one adding a forgotten beast from the art contest. ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **May 12, 2013, 12:41:36 pm**

Quote from: AfellowDwarf on May 12, 2013, 10:37:12 am  
Quote from: Kaos on May 12, 2013, 10:02:48 am  
Minecarts?  
So, we'll inconspicuously create minecart tracks back to the market, find someone willing to buy meals and bonecrafts in bulk, then proceed to sell everything without anyone becoming curious, investigating and stealing our stuff? Really, if we were that good at stealth, we might as well rob the mayor and be done with it.

i know what your thinking and no we wont try to rob the mayor tho training our skill in stealth is wise

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **May 12, 2013, 01:06:28 pm**

Train it into a war animal.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 12, 2013, 01:19:58 pm**

Quote from: xomaniax on May 12, 2013, 12:39:49 pm  
Hahaha, Is that supposed to be a play on my name?

Whoops. That's how I tend to read it. I usually remember to check whose name is spelled how whenever I write one.

Quote from: alonard on May 12, 2013, 12:41:36 pm  
i know what your thinking and no we wont try to rob the mayor tho training our skill in stealth is wise

You bet your imaginary behind we will! Not now, and not with stealth, of course. But we won't let his pile of wealth go to waste when he's executed by the elves.

Edit:  
Quote from: gman8181 on May 12, 2013, 01:06:28 pm  
Train it into a war animal.

We should practice our training skills on our lice first, and find out how smart that thing is as well.(We don't want something that big thinking we're trying to enslave it; we shouldn't try to train it if it's sentient.)

If we do menage to train it, we need to have sufficient supplies to disguise it as something else(an elephant? a dragon? a somewhat large giant walrus?) so we don't get the fortress' guards all over us for bringing him.

Edit2: If he is sentient, we might be able to convince him to come with us. I woudn't count on it, however.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **May 12, 2013, 09:29:15 pm**

\*Damn! my plot to get us to use the gauntlet and have some FUN, didn't work... time for "Plan B"\*

Ehemmm... yeah, we should see what we can find about the hermit guy and the forgotten beast, see if we can get it to work for us, failing

that if it becomes hostile against us, use the gauntlet to slay the beast.

For all we know the gauntlet probably also grants super-strength or something like that, we could carry its carcass to a butcher shop for processing without much problem at all and before it rots.

Plus we'd get a notable kill.

\*crosses fingers for forgotten beast being hostile\*

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 13, 2013, 10:09:03 am**

Put up the poll.

Quote from: xominxac on May 12, 2013, 12:39:49 pm

Quote from: AfellowDwarf on May 11, 2013, 03:37:20 pm

(For a moment there, I thought that was Xiomaniax speaking.)

Hahaha, Is that supposed to be a play on my name?

I just realised I got it wrong aswell. :P

Quote from: xominxac on May 12, 2013, 12:39:49 pm

Anyways, the unnamed dwarf does not appear hostile and since he looks like he's been living here for some time we could at least ask him some general questions about the area and himself (some landmarks, things to look out for, where he came from and why he's living here. Maybe he came from the fort up above but because of political tensions decided to live a more peaceful life down below?).

Also slowpokez, nice one adding a forgotten beast from the art contest. ;D

You saw my trademark? :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 14, 2013, 03:19:08 pm**

Looks like talking with Urist McUnnamed is a clear winner.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 15, 2013, 11:55:24 am**

-How come you've decided to live down here all alone?  
-The new era doesn't suit me.  
-New era?  
-You're too young to understand.  
-Huh?  
-It is all the Gray king's fault.  
-But he is long dead.  
-Yes, but he started this whole...thing. This thing were dwarves try and be like humans.  
-What's wrong with humans?  
-You see! You see! Todays young know nothing of dwarven ideals. Much like humans you just want to go around and smell good and buy things and...  
-What are you trying to say?  
-It wasn't like this beofore! All dwarves worked together. Everyone was on the same side working towards a common goal now...  
-I'd like that too.  
-Well, how would that work! You don't even have the same god anymore! What ever happned to Armok!?  
-That's just a legend?  
-Oh, you stupid illiterate boy. Don't you know any history?  
-No.  
-...none?  
-None.





-...sigh.  
-You seem to know a lot, know anything about artifacts?  
-...what?  
-You know like magical tools made by crazy dwarves.  
-Yes...it's the work of Armok.  
-Isn't Armok dead?  
-Common missconception. Armok lost the battle of the gods but he didn't die, he was imprisoned deep down within the heart of the earth. He cannot spread chaos like he used to but...sometimes his insanity reaches us dwarves. Not because he has chosen us...no Armok only loves chaos...but because we're the closest to him.

This guy is crazy.  
So are you.  
...Touché

-Well, do you know of any artifacts around?  
-No, I don't know much about this world anymore.  
-By the way, you have something to trade? I'm kinda thirsty?  
No, my hideout is at a secret location. If you knew the location it is no longer secret, if it's no longer secret I can no longer hide there and what good is a hideout if one can't hide there?  
-uhmm, no good...I guess. It be like a house then...  
-Yes.  
-And who would like to live in a house, haha.  
-...

He has no sense of humor...  
Because your jokes suck Nerin.  
...  
We could flirt with Urist Mc.Nameless, but I personally think he's to likely to rob us if we bed him.  
-For fuck sake!

-?  
-Oh, I'm not talking to you.  
-This helps confusion, clears memory.  
[Spoiler](#) (click to show/hide)



I'd never take something from a guy like that.  
Maybe...  
He doesn't appear hostile but it might just be a trick...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 15, 2013, 12:29:04 pm**

Well, if he'd want us dead, he'd have strangled us from behind or put something sharp through our throat while we were looking at the forgotten beast. Let's take out our pipe and try to smoke that pipe in it. Maybe we want the sock(that, aparantly, I kicked out after I lit it and threw it at the hairy dwarf) in there as well? On a second thought, Nerin having memories is far more usefull than getting along with some old dude. We have plenty of old dudes to get along with already, anyway.

Edit: We could pretend we don't know what smoking is, try to eat the contents of the pipe, then spit them out becouse they taste foul. He doesn't know much about the world, anyway. Smoking might've been abolished for all he knows.

Edit2: In lieu of him not knowing a thing about the world of today, perhaps we could torment him by pretending the dwarves have started to act like elves? Look at the pipe for a few seconds, then act like an offended elf. "In the sun's name!(cause we love the surface, of course) You murdered a tree to make that pipe, didn't you? And that stick too! Oh no, I've been chatting with a cultureless barbarian!"

Edit3: If he doesn't believe us, we should tell him the elves took over quite recently, and are using some form of mind controll."But I've always agreed with their views. Especially since they planted those nuts in my head, greatest thing that's ever happened to me!"

Edit4: Wait a second,  
[Quote from: slowpokez on May 15, 2013, 11:55:24 am](#)

-It wasn't like this beofore! All dwarves worked together. Everyone was on the same side working towards a common goal now...

This man is in league with the warden! He might even **be** the warden! We need to watch out for his tricks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 15, 2013, 01:31:45 pm**

[Quote from: AfellowDwarf on May 15, 2013, 12:29:04 pm](#)

Edit4: Wait a second,  
[Quote from: slowpokez on May 15, 2013, 11:55:24 am](#)

-It wasn't like this beofore! All dwarves worked together. Everyone was on the same side working towards a common goal now...

This man is in league with the warden! He might even **be** the warden! We need to watch out for his tricks.

What are you going on about man? He hasn't been up there in ages.

I myself am curious as to the properties of that mysterious substance in the pipe. I think Nerin should at least try it to see if it would calm his nerves. Personally I think it will remove any evil influences \*cough\* AfellowDwarf \*cough\*.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 15, 2013, 01:36:37 pm**

Quote from: xominxac on May 15, 2013, 01:31:45 pm

What are you going on about man? He hasn't been up there in ages.

So he says. If we believed everything everone ever told us, we'd be knee deep in trouble and our own intestines by now. And even if he hasn't gone up in ages, that doesn't mean the Warden and his men haven't been down. The warden is the only guy who believes in this "work and eat" crap, here. Maybe it's a coïncedence. Maybe the forgotten beast is just a hallucination. Maybe. It doesn't mean we should go right where they'd want us, be it a mouth or drug-induced slavery.

Edit:

Quote from: xominxac on May 15, 2013, 01:31:45 pm

I myself am curious as to the properties of that mysterious substance in the pipe. I think Nerin should at least try it to see if it would calm his nerves. Personally I think it will remove any evil influences \*cough\*\*cough\*.

If so, we should pour it into the gauntlet and see if the smoke stops, or turns into a different color. We'll need to light the stuff on fire, of course. Gesundheit.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 15, 2013, 02:00:48 pm**

Quote from: AfellowDwarf on May 15, 2013, 01:36:37 pm

Quote from: xominxac on May 15, 2013, 01:31:45 pm

What are you going on about man? He hasn't been up there in ages.

So he says. If we believed everything everone ever told us, we'd be knee deep in trouble and our own intestines by now. And even if he hasn't gone up in ages, that doesn't mean the Warden and his men haven't been down. The warden is the only guy who believes in this "work and eat" crap, here. Maybe it's a coïncedence. Maybe the forgotten beast is just a hallucination. Maybe. It doesn't mean we should go right where they'd want us, be it a mouth or drug-induced slavery.

You're too paranoid. If you're so worried he can always try it away from him. Also, do you really think that the warden would even bother to go down here where there is a forgotten beast? How could it be a hallucination if multiple people can see it? Easiest way to find out is to throw a rock at it, not that I recommend it. All in all just because something may have happened doesn't mean it really did. Worrying about what you don't know doesn't lead you anywhere and will only make him end up crazier than before which is why you should try to keep on going even if you're not sure of the outcome.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 15, 2013, 03:03:47 pm**

Quote from: xominxac on May 15, 2013, 02:00:48 pm

Also, do you really think that the warden would even bother to go down here where there is a forgotten beast?

The warden wants control, just look at how he is putting the fort under his thumb. It makes sense for him to at least send a few soldiers to see if there is anything in the cave that could undermine his authority. And might I say that living in a hidden base in pretty dangerous caves, at the same time hiding who you are under the ruse of insanity, is a pretty good position for ruling a fort from the shadows.

Quote from: xominxac on May 15, 2013, 02:00:48 pm

How could it be a hallucination if multiple people can see it?

The man, assuming his behavior isn't a ruse, is off his rocker. Probably drugged, with a good chance of being alchohol deprived. He might be referring to a small critter or something of his own imagination. Besides, it's not so much something I believe as it is an example of why we shouldn't blindfold ourselves by always assuming the best case scenario. Heck, how long since we've checked if there is anything sneaking up on us?

Quote from: xominxac on May 15, 2013, 02:00:48 pm

Worrying about what you don't know doesn't lead you anywhere and will only make him end up crazier than before.

Not taking enough precautions might make him deader then before. Or lighter, at least. Everthing he owns is pretty heavy, as are his limbs.

Edit: You know what, maybe this is a special kind of Forgotten beast, one that pukes candy if you tickle it. We should try that. Sure, there is a chance he'll kill us if we try, but let's not worry about what *might* happen.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 15, 2013, 03:40:31 pm**

Quote from: AfellowDwarf on May 15, 2013, 03:03:47 pm

Quote from: xominxac on May 15, 2013, 02:00:48 pm

Also, do you really think that the warden would even bother to go down here where there is a forgotten beast?

The warden wants control, just look at how he is putting the fort under his thumb. It makes sense for him to at least send a few soldiers to see if there is anything in the cave that could undermine his authority. And might I say that living in a hidden base in pretty dangerous caves, at the same time hiding who you are under the ruse of insanity, is a pretty good position for ruling a fort from the shadows.

Yes we know he might have sent them down but that doesn't mean this guy has anything to do with the warden. Just try believing in someone for once.

Quote from: AfellowDwarf on May 15, 2013, 03:03:47 pm

Quote from: xominxac on May 15, 2013, 02:00:48 pm

How could it be a hallucination if multiple people can see it?

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Its a friggin forgotten beast! Both of us can see it!





Quote from: AfellowDwarf on May 15, 2013, 03:03:47 pm

Quote from: xominxac on May 15, 2013, 02:00:48 pm

Worrying about what you don't know doesn't lead you anywhere and will only make him end up crazier than before.

Not taking enough precautions might make him deader then before. Or lighter, at least. Everthing he owns is pretty heavy, as are his limbs.

Edit: You know what, maybe this is a special kind of Forgotten beast, one that pukes candy if you tickle it. We should try that. Sure, there is a chance he'll kill us if we try, but let's not worry about what *might* happen.

You mad bro? And I'm not talking about the meme.

If you really want candy...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 15, 2013, 03:50:18 pm**

Quote from: xominxac on May 15, 2013, 03:40:31 pm

Yes we know he might have sent them down but that doesn't mean this guy has anything to do with the warden.

It doesn't eliminate the posibility.

Quote from: xominxac on May 15, 2013, 03:40:31 pm

Just try believing in someone for once.

Remember when the fisherdwarf believed we were just wandering about? That did not end well for him.

Quote from: xominxac on May 15, 2013, 03:40:31 pm

Its a friggin forgotten beast! Both of us can see it!

We both believe we see it, yes. There are a lot of mushrooms here, though, so who knows what kind of spores we have inhaled? Again, I do not think it is a hallucination, I am merely putting the posibility forward as an example.

Edit:  
Quote from: xominxac on May 15, 2013, 03:40:31 pm

You mad bro?

I do not think I have, at any point, denied my utter lack of sanity. You naïve though, bro?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 15, 2013, 04:54:28 pm**

Quote from: AfellowDwarf on May 15, 2013, 03:50:18 pm

Quote from: xominxac on May 15, 2013, 03:40:31 pm

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Edit:  
Quote from: xominxac on May 15, 2013, 03:40:31 pm

You mad bro?

I do not think I have, at any point, denied my utter lack of sanity. You naïve though, bro?

I am specifically talking about Nerin.  
Well neither of us will change the others view so lets just agree to disagree.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 15, 2013, 11:46:47 pm**

Sometimes I can't tell whether you two are in character or not... :P



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 15, 2013, 11:58:17 pm**

Quote from: slowpokez on May 15, 2013, 11:46:47 pm  
Sometimes I can't tell whether you two are in character or not... :P

I haven't heard from any of the others in quite some time, maybe our constant bickering has shut up the "other" voices for now :P.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 16, 2013, 01:26:38 am**

Quote from: slowpokez on May 15, 2013, 11:46:47 pm  
Sometimes I can't tell whether you two are in character or not... :P

In character, definitely.

Edit:  
Well, taking it doesn't seem safe and we can't really get anything from the caves beyond Ulrath we're equiped to get. Heck, the mc Unnamed might alert him to our presence if we refuse him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **May 18, 2013, 05:24:37 pm**

Seriously? you guys want to smoke an unknown herb given to you by a complete stranger while you're in the middle of an unknown cave with a forgotten beast hanging around?

That's exactly how people end up in ice, in a bathtub with a few organs missing. ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 18, 2013, 05:39:26 pm**

Quote from: Kaos on May 18, 2013, 05:24:37 pm  
Seriously? you guys want to smoke an unknown herb given to you by a complete stranger while you're in the middle of an unknown cave with a forgotten beast hanging around?  
  
That's exactly how people end up in ice, in a bathtub with a few organs missing. ???

All I'm saying is that he could take it, not necessarily use it and if he is going to use it and you guys are worried about loosing organs then he could simply do it somewhere safe. I'm thinking ahead just in case he is going to take it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 19, 2013, 02:45:03 am**

Quote from: xominxac on May 18, 2013, 05:39:26 pm  
All I'm saying is that he could take it, not necessarily use it and if he is going to use it and you guys are worried about loosing organs then he could simply do it somewhere safe. I'm thinking ahead just in case he is going to take it.

Ah, we're stealing his stuff. Now that is something I can get behind.

Edit: Are you sure we should only take the pipe? If we give him a good push and snatch his walking stick/crutch, it won't be hard to make him part with his bag and necklace(especially if we wave our axe around for a bit). On account of mercy, we could place this stick a couple of urists away for him, so he can walk again once he reaches it. Let's first carve an insult into it, though. Human-lover, maybe?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **alonard** on **May 19, 2013, 10:18:14 am**

just because he looks weak doesn't mean he cant enter a martial trance and kick our ass i say try the herb and see what happens worse situation we'll be robbed and the gauntlet will be someone Else's concern which isn't all that bad

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 19, 2013, 10:27:53 am**

Quote from: alonard on May 19, 2013, 10:18:14 am  
just because he looks weak doesn't mean he cant enter a martial trance and kick our ass

He needs a stick to walk. Even if he's powerfull, he won't be able to keep up with us. Not to mention that he cannot have any weapon that doesn't fit in an old lady's handbag.

Quote from: alonard on May 19, 2013, 10:18:14 am  
worse situation we'll be robbed and the gauntlet will be someone Else's concern which isn't all that bad

Someone else who wants to take down the concept of free will, mind you. Not to mention that our urists, axe and clothes will also be his concerns in this worst case scenario of yours. In addition to incriminating evidence against us. If we're going to lose the gauntlet without wiping it from the face of the world, we might as well keep our other stuff and gain an additional 1000 urists.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 19, 2013, 12:09:35 pm**

... Let me be specific: Mysterious man offers us a mysterious herb, did he say we were supposed to smoke it right now? No. Nerin could accept the herb if he deems it necessary but politely refuse to smoke it right now if he does not trust smoking mysterious herbs around mysterious people and after finding a safe place he could smoke it then.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 19, 2013, 12:53:13 pm**

Quote from: xominxac on May 19, 2013, 12:09:35 pm  
... Let me be specific: Mysterious man offers us a mysterious herb, did he say we were supposed to smoke it right now? No. Nerin could accept the herb if he deems it necessary but politely refuse to smoke it right now if he does not trust smoking mysterious herbs around mysterious people and after finding a safe place he could smoke it then.

All right, so this way, we get the herb without any risks. If the herb is part of some plot, he'll object and we'll know things are fishy. Good enough, I suppose, though it's a bit tame.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **May 19, 2013, 03:13:28 pm**

Quote from: xominxac on May 19, 2013, 12:09:35 pm

... Let me be specific: Mysterious man offers us a mysterious herb, did he say we were supposed to smoke it right now? No. Nerin could accept the herb if he deems it necessary but politely refuse to smoke it right now if he does not trust smoking mysterious herbs around mysterious people and after finding a safe place he could smoke it then.

I can support this, only we get the herb identified first to make sure is safe to smoke.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 19, 2013, 05:59:58 pm**

Quote from: Kaos on May 19, 2013, 03:13:28 pm  
I can support this, only we get the herb identified first to make sure is safe to smoke.

It's a pretty big fort. There must be some herbalist here, if only one that's been canibalized into peasantry by the warden.

Edit:  
All right, it's been a week since anyone posted. I'll bumping this thread up next sunday, just heads up.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 26, 2013, 10:58:20 am**

math is the bane of my existence  
  
One day in a not to distant future i shall return...have faith.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 26, 2013, 11:18:47 am**

Quote from: slowpokez on May 26, 2013, 10:58:20 am  
math is the bane of my existence  
  
One day in a not to distant future i shall return...have faith.

It took me, what, two weeks to make an update becouse of French? I can relate, no worries.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 26, 2013, 01:02:12 pm**

Quote from: slowpokez on May 26, 2013, 10:58:20 am  
math is the bane of my existence  
  
One day in a not to distant future i shall return...have faith.

We wait earnestly for your return. ;P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **May 27, 2013, 04:33:05 pm**

Please I don't want this to die. I will be waiting.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 28, 2013, 04:00:04 pm**

I think you should take it!  
Hmmm, Nerin you should be careful. Even though Mcnameless over here doesn't appear to be an immediate threat I suggest you should still avoid any sort problematic situation, on the other hand there is no point in rejecting his offer. Take it and keep it for later.  
Wait...this stuff fixes crazy? That could be bad, eh?  
Eh?  
Nerin?

-What do you mean? Clears memory and waht does it have to do with me talking to myself?  
-When you've been down here for a long time you...get a little wierd. Sometimes you need something to calm you down and focus your memory.

Maybe...maybe this could...  
Nerin! Don't even think about it!  
Wait...is he really...  
Wait wait wait, let's calm down here for a...  
Nerin if I could punch you right now you'd have to eat with a straw for the remainder of your days!  
This is bad...  
Spoiler (click to show/hide)



-See, only you and me here. Don't worry happens to the best of us.  
-I feel kind of wierd...

Oh shit, oh shit! Comeon Nerin, I know you don't wanna be insane and all but hell man you wouldn't have gotten this far alone! Comeon! Nerin! There is no point in doing this! Just think about it! Even though it hasn't worked out perfectly all the time we've tried to help you! You'd never gotten an 'ol people orgy that big without me!  
...seriously.  
You're not helping right now!

-Wierd? The plant just focus your memory, nothing wierd.  
-Hngggg!  
-Hey?  
-What the...uhhh

What's going on?  
Nerin?

-Hey you, what's wrong?  
[Spoiler](#) (click to show/hide)



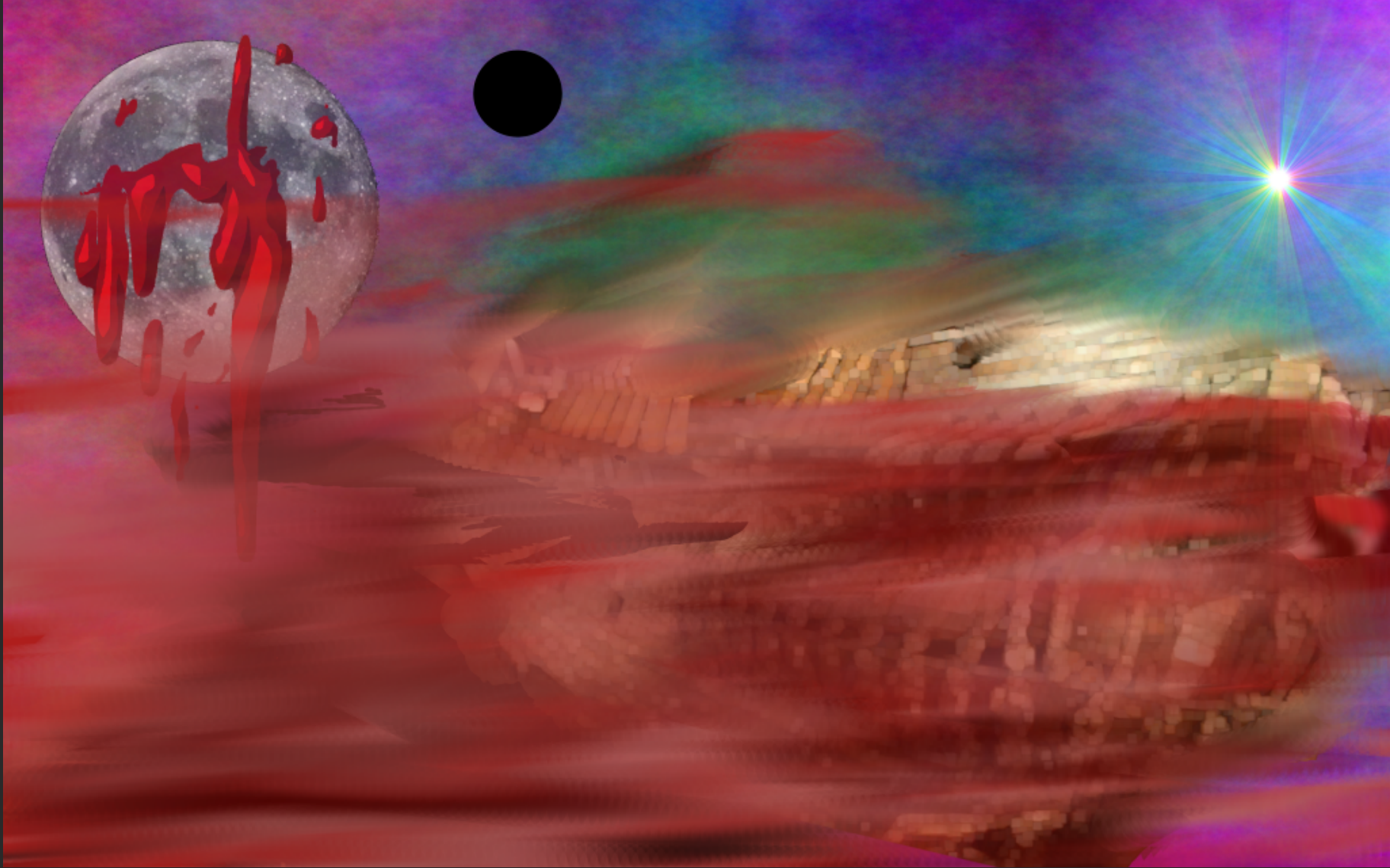


[Spoiler](#) (click to show/hide)

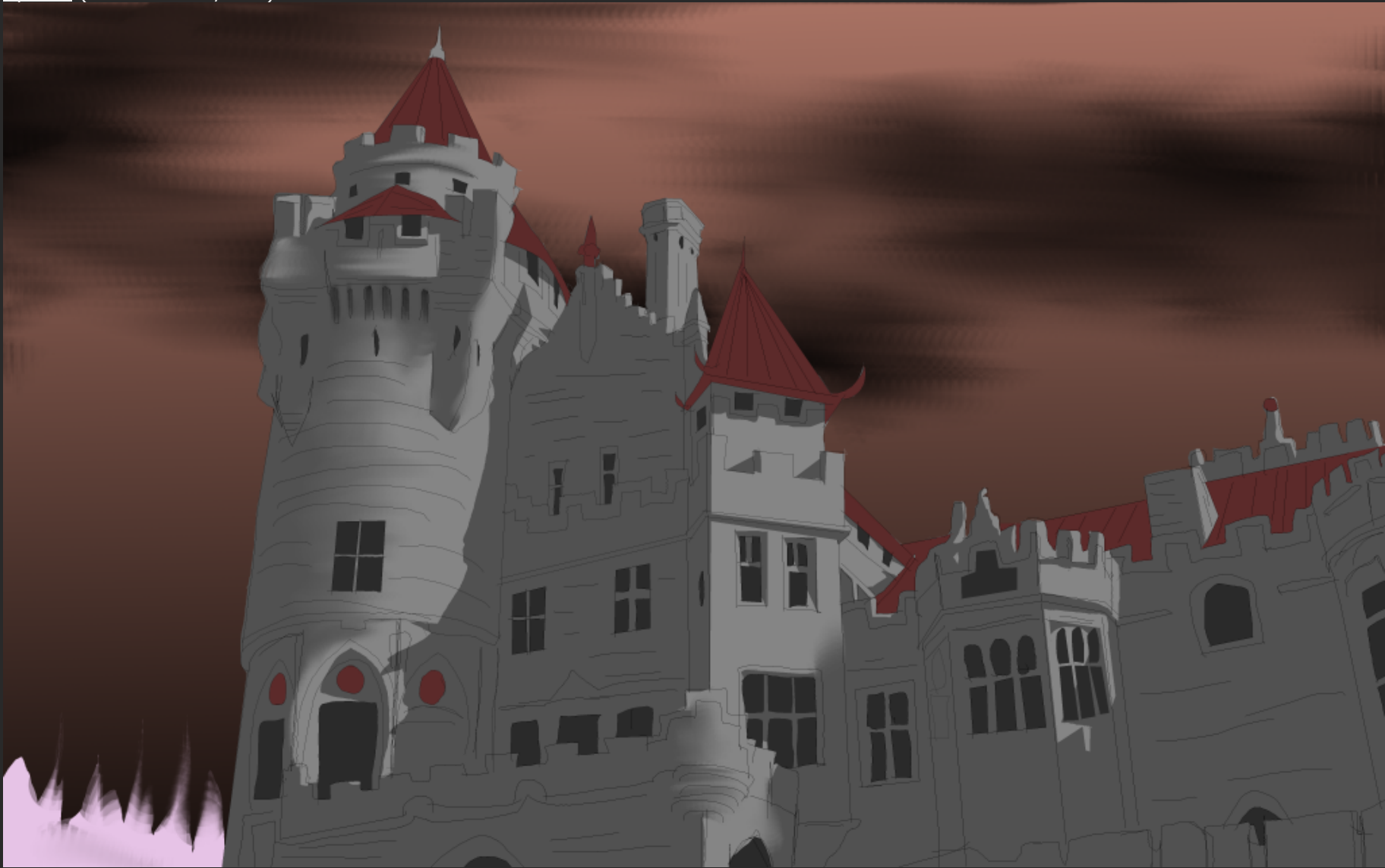


It's all dark...  
Wait...What's that...  
I've been to similar places before...  
Similar...yet different...  
Much like a dream but...more like a memory...  
But it is not one...but a collection of fragments piled together...  
It all feels so familiar...like remembering...but...  
These are not my memories...  
All the fragments are too intertwined to make sense...  
It's all so surrealistic...  
[Spoiler](#) (click to show/hide)





So many places i do not understand.  
They seem real...yet twisted somehow...  
Empty lakes, translucent mountains and discolored skies.  
[Spoiler](#) (click to show/hide)



There are people too...near yet distant.  
Faint and unreachable...  
[Spoiler](#) (click to show/hide)





Neverending changes of surroundings, some clear like springwater others clouded in a thick fog...  
And the people...hundreds... perhaps thousands...just flashing by...  
Many dwarves but animals and other races as well...  
All mute...staring at me with unseeing eyes...

[Spoiler](#) (click to show/hide)



Suddenly things began getting increasaingly wierd...Things started losing proportions...perspectives going strange...nonexistant  
lightsources...

The calm that I had felt before...much like a dream...suddenly disappeared... A feeling of urgency...

Surrounded by limbless people, twisted abominations and physics defying phenomenon...

Moving from one aburd world to another I see a change in the behavior of the others...They still don't move or interact...but they appear  
to be aware of my presence...

[Spoiler](#) (click to show/hide)





A mild breeze flows past my face...  
Slowly incresaing in strength...  
Stronger...and stronger...  
The world around me becomes hard to make out...  
I have to grab onto the ground as the force threatens to blow me away...  
The wind grow until I feel like I'm caught in a storm...  
I have to squint to save my eyes from the blast.  
Then it's over.  
When I open my eyes I'm back in the cavern...  
[Spoiler](#) (click to show/hide)



-What happned to you?  
-uhh...huhh... you tell me that...  
-This is not usually how it works...  
-Did it fix my head?  
-Huh?  
-You said it kept you from going insane!  
-Yes...but I don't know what happned...

I can remember...stuff...  
What happned? so strange...  
Wtf Nerin!?  
Some memories, so hard to grasp...I don't know if they are my own but...  
Wait what!? You got memories!?  
It's complicated...I don't remember "me", who or what I was but...more general stuff...things that I think has happned...  
This shouldn't have happned...

Now here's the deal, firstly you pick your next action like usual but secondly you might choose a timeperiod of about 60-120 inbetween

the years of 0 and 844 per reader.

Pre-Df time.

- 0-Time of legends- The banishing of Armok
- 100-The era of pick and axe
- 200-The era of exploration
- 300-The dwarven era
- 400-The scientific era
- 500-The blood era

550-Post Df time.

- 600-The Gray era
- 700-The era of man
- 800-The scientific renaissance.
- 874-Today. The fall of Rocklod

## Seems complicated?

Spoiler (click to show/hide)

(0-550 is the time where a classic Df-game would take place.) The years doesn't really matter it won't really affect the plot, it's only there as to add to the backstory. Don't hesitate and just post a timeperiod of your liking. \*hint\* don't take the same as someone else 🙄

I've been kinda busy latly so I took the oppertunity to use some preexisting material :P a few weeks from now I'll get things moving at a more regular pace.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **May 28, 2013, 11:55:03 pm**

Something like this, (time-period, name of action)? Do you want us to make something specific relating to the story or just a simple statement in which you can build off of?

## 60-120 The prophecy.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **May 29, 2013, 12:45:27 am**

Quote from: xominxac on May 28, 2013, 11:55:03 pm

Something like this, (time-period, name of action)? Do you want us to make something specific relating to the story or just a simple statement in which you can build off of?

60-120 The prophecy.

I think he wants to use our voices as a plot device to narrate random "memories" to explain a little of the background story of this world. So I guess we have to choose a time-period and an event that could have happened there to focus on?

I'll choose:

0-Time of legends- The banishing of Armok  
and maybe we can focus on what the gauntlet actually does?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 29, 2013, 09:43:45 am**

Edit: \*cough\*^^primitives^^\*cough\*

Well, **I** don't like humans much, so I guess I'll go for the era of man. 690-780.

Let's ask what he saw happening, and what normally happens. Maybe ask where he got it, or if he knows about other usefull herbs. Also, check our stuff(or check weither or not the old man has got any lice-marks). He may have taken something while we were out.

Edit2: Is that picture with the staring figures some sort of refference to something?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 29, 2013, 11:44:25 am**

This guy got it, 1 action for Nerin and a timeperiod streching over multiple eras.

Edit: Whoever voted for 1 sloth clearly don't know what a honeybadger is...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **May 29, 2013, 11:55:24 am**

Quote from: slowpokez on May 29, 2013, 11:44:25 am

Edit: Whoever voted for 1 sloth clearly don't know what a honeybadger is...

Well, you don't need to win in order to fight.

Me? I voted >10. I'd just drown it, and take all your sloths as payment. I can be pretty greedy if the other party is desperate.

Edit: Huh. I just noticed you put the fall of Rocklod into the timeline. That makes things a lot clearer. I was thinking post-DF would be the future.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **May 29, 2013, 03:00:50 pm**

## 500- the blood era

Nerin: Run into the caverns. Run and don't stop.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **May 29, 2013, 06:36:35 pm**

I now this is too early but i just have to say, we're in the caverns right? there IS a megabeast right beside us right? that means we are in an area that megabeasts can access, so what is there to stop us from dying? nothing  
why not ask the old guy for something that helps our chances of getting a....(forgive me) a baby with the nurse so if Nerin dies we can continue in the body of his son.



**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on May 30, 2013, 01:32:20 am**

Quote from: Lt Alfred on May 29, 2013, 06:36:35 pm  
I now this is too early but i just have to say, we're in the caverns right? there IS a megabeast right beside us right? that means we are in an area that megabeasts can access, so what is there to stop us from dying? nothing  
We have the neccecairy tools to set the surrounding forest on fire to slow him down, we can also sick mc nameless on him.

Quote from: Lt Alfred on May 29, 2013, 06:36:35 pm  
why not ask the old guy for something that helps our chances of getting a....(forgive me) a baby with the nurse so if Nerin dies we can continue in the body of his son.  
Creating a donor body so the doctor can do a brain-transplant for us should the need arise is quite a good idea. However, I think he'd be less inclined to do such a surgery if it's the nurse's spawn as well.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Lt\_Alfred on May 30, 2013, 10:10:32 am**

Quote from: AfellowDwarf on May 30, 2013, 01:32:20 am  
Quote from: Lt Alfred on May 29, 2013, 06:36:35 pm  
I now this is too early but i just have to say, we're in the caverns right? there IS a megabeast right beside us right? that means we are in an area that megabeasts can access, so what is there to stop us from dying? nothing  
We have the neccecairy tools to set the surrounding forest on fire to slow him down, we can also sick mc nameless on him.

Not talking about that beast, i said that the area we're standing in can be accessed by forgotten beasts and that thing is the proof, therefore if we stay there longer some other forgotten beast may show up and be much more violent.

Quote from: AfellowDwarf on May 30, 2013, 01:32:20 am  
Quote from: Lt Alfred on May 29, 2013, 06:36:35 pm  
why not ask the old guy for something that helps our chances of getting a....(forgive me) a baby with the nurse so if Nerin dies we can continue in the body of his son.  
Creating a donor body so the doctor can do a brain-transplant for us should the need arise is quite a good idea. However, I think he'd be less inclined to do such a surgery if it's the nurse's spawn as well.

...

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on May 30, 2013, 10:43:12 am**

Quote from: Lt Alfred on May 30, 2013, 10:10:32 am  
Quote from: AfellowDwarf on May 30, 2013, 01:32:20 am  
We have the neccecairy tools to set the surrounding forest on fire to slow him down, we can also sick mc nameless on him.  
Not talking about that beast, i said that the area we're standing in can be accessed by forgotten beasts and that thing is the proof, therefore if we stay there longer some other forgotten beast may show up and be much more violent.

That really doesn't stop us from dropping a match on something flammable and tripping the old guy. We can even put on the dangnable gauntlet if we have the misfortune of getting cornered.

Quote from: Lt Alfred on May 30, 2013, 10:10:32 am  
Quote from: AfellowDwarf on May 30, 2013, 01:32:20 am  
Creating a donor body so the doctor can do a brain-transplant for us should the need arise is quite a good idea. However, I think he'd be less inclined to do such a surgery if it's the nurse's spawn as well.  
...

Well, the nurse is his employee. Murdering your employees' kids usually gets on their nerves, they'll start pestering you with taking days off to bury them. Or their brain, in this case.

...  
Oh. Well, how do you suppose we get in our kid's head, then? Liver transplants?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Lt\_Alfred on May 30, 2013, 02:52:02 pm**

Obviously whatever gave Nerin the misfortune of carrying us in his mind could also be in his children, think of it as if WE are symbiont once our carrier dies we jump to his next of kin.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on May 30, 2013, 03:00:08 pm**

Quote from: Lt Alfred on May 30, 2013, 02:52:02 pm  
Obviously whatever gave Nerin the misfortune of carrying us in his mind could also be in his children, think of it as if WE are symbiont once our carrier dies we jump to his next of kin.  
Of course, Nerin's gift of insanity was given to him by being alone for an extended period of time. We'll need to teach the kid how to farm an leave him in a small room with enough plump helmets for him to survive. We'll also need to put a system in place that will have him released when we die.

Oh, and since the kid won't have our memories, we'll need to force him to smoke Nerin's brain and some of this memory herb. I don't know if it'll work, but it doesn't hurt to try. Well, it won't hurt *us*.

Edit: We should try to get a male heir. Female heirs will make it a tedious process to get any new ones.

Edit2: I don't fancy being stuck as a child for long, and those things take 12 years to become usable. Pardon me for being pessimistic about Nerin's lifespan with us(or at least certain groups among us) in charge, but we should probably start working on an heir as soon as possible. I suggest we go to the retirement home and bring stronger drinks. Strong enough to make them forget to use protection.

Edit3: We could put these hypothetical pregnancy herbs in the drink. Within reason, of course.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on May 30, 2013, 04:23:22 pm**

Quote from: Lt Alfred on May 30, 2013, 02:52:02 pm  
Obviously whatever gave Nerin the misfortune of carrying us in his mind could also be in his children, think of it as if WE are symbiont once our carrier dies we jump to his next of kin.

As a great ...creature once (or 9757 times) said, "**THIS SHELL IS ONLY A VEHICLE. THIS CHANGES NOTHING, SHEPARD.**"

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on May 31, 2013, 02:45:47 am**

I don't fancy the idea of Nerin getting rid of us when he dies, though. Might make him suicidal.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on May 31, 2013, 05:20:18 am**

[Quote from: AfellowDwarf on May 31, 2013, 02:45:47 am](#)  
I don't fancy the idea of Nerin getting rid of us when he dies, though. Might make him suicidal.

In that case the last thing he'll hear is:  
"DWARF. YOU'VE CHANGED NOTHING. YOUR SPECIES HAS THE ATTENTION OF THOSE INFINITELY YOUR GREATER. THAT WHICH YOU KNOW AS PLAYERS ARE YOUR SALVATION THROUGH DESTRUCTION."

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **May 31, 2013, 05:03:37 pm**

Well, I do love a good derailing as much as the next guy..but on topic what do have so far?

Correct me if I'm wrong-

0-90 Kaos  
75-138 XMX  
498-602 NAV  
683-784 AFD

(slight altererations was made for convenience)  
Sounds all right?  
I guess I'll give our friend Tirion and the slightly inconsistent voice represented by Alfred to make some quick additions as well before I move on. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **June 01, 2013, 01:48:00 pm**

Looks good to me, my suggestion was after all just a suggestion, take it or leave it guys.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 01, 2013, 02:55:11 pm**

800-874 WOULD BE FINE, I WANT THE DETAILED HISTORY OF THIS VESSEL.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 01, 2013, 04:46:19 pm**

[Quote from: Tirion on June 01, 2013, 02:55:11 pm](#)  
800-874 WOULD BE FINE, I WANT THE DETAILED HISTORY OF THIS VESSEL.  
But we can't choose a time beyond 844, can we?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 01, 2013, 05:35:01 pm**

[Quote from: AfellowDwarf on June 01, 2013, 04:46:19 pm](#)  
[Quote from: Tirion on June 01, 2013, 02:55:11 pm](#)  
800-874 WOULD BE FINE, I WANT THE DETAILED HISTORY OF THIS VESSEL.  
But we can't choose a time beyond 844, can we?

800-844 IT IS, THEN.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **June 04, 2013, 11:08:13 am**

The hell are you doing in page 2 ha? don't make me tell your mom! bump!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **IronTomato** on **June 04, 2013, 11:21:22 am**

Sheesh, how did I miss this?  
PTW

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 05, 2013, 01:06:45 pm**

I'm still suspicious of this thing...ask him what this stuff is.

-So...how is this herb supposed to work?  
-Not like this. Many people go strange from isolation. Hard to seperate thoughts from memories. Herb helps you remember.  
-Then..what is it and where does it come from?  
-It grows in caves.  
-Well...sure.  
-Here take some drink.  
[Spoiler](#) (click to show/hide)



-Hey, where are you going!?

-Wasted too much time on you, got better things to do.

Aaaaand then he's gone.

Wait!!! STOP HIM! He has probably stolen something! Oh, I know that crundlecaressing type too well, comeon Nerin let's give him a proper beating!

Wait a second how you know he's stolen something?

Nerin, don't listen to him.

It'll be too late to catch the thieving bastard soon but sure go through your luggage and see, there'll be no gauntlet and no gold...to not talk about socks! He probably took all the socks!

Can't hurt to have a quick look Nerin.

So you think he's right!?

Well...no.

\*after a few minutes of rummaging one could safely assume that neither the coin nor the artifact had been moved however...the rotten syrup roast appeared to have vanished...\*

Well,well,well how 'bout you gimme some credit for once huh? I told you he was a proper scumbag, oh I could see it in him the first time we saw 'im!

It probably wasnt even him...

Then how do you explain this Muuiiiyysteriiiiouuuoussss disappearance!?! Huh!?

Perhaps...it...evaporated?

Don't even...

Quiet just for a second, first off could we try and focus on the strange visions and secondly Nerin just tried to get rid of us and it's much thanks to certain individuals around here.

I...I just wanted to be sane again...I don't want to run around as a fugitive or work for some slavedriver...I just it to go back to the way it was before...

Well...uhhm...so about this "memories"...What do we have so far?

Here I ran into some problems...the rest of the post didn't fit...too long I guess.

Just wait a moment and I'll come up with something :-\

Hope that'll work. Sorry 'bout the poor writing. Had to use this as a back-up plan :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **slowpokez** on **June 05, 2013, 01:07:15 pm**

0-90

[Spoiler](#) (click to show/hide)

Pre-Df

A time before time- The Creation.

At first this world was but a single point in existence. An unimaginably dense point, so dense that no matter could exist, so dense that it's mere existence was questioned. Something dark loomed within its core, a remnant of a lost world. But in the eternal emptiness left behind the consumption of the universe some beings that existed beyond the laws of the world remained.

The sphere which we call slade made all creation impossible. These beings took action and coated the surface in paragravitational layer of adamantine, a mysterious material which doesn't resemble regular matter even on a subatomic level. Streams of molten iron and a crust of earth were created to mantle the naked globe. Upon this new world life evolved and the gods were entertained. However the strange coating had disturbed the gravity of the slade and the darkness could emerge from its former prison. Many brave souls guided by the hands of the gods gave their life to hold back the creatures of the depths. All that remains of them are their weapons, forged from the legendary metal and their long dead corpses forever guarding the gates to hell. But one of the gods had grown bored of the flowing life...

0- Time of legends- The banishing of Armok.

One of the gods, Armok, went on a never-ending crusade of slaughter joined by his legion of filth and malice. He ravaged the land for years and years, the other gods tried to keep the living safe but Armok's thirst for blood was insatiable. The world that the gods had dreamed of had turned into a nightmare of slaughter. The different races were exterminated one after another.

In the end the gods realized that if they wanted to save this world they had to take action. As a god Armok was immortal, he also had an extensive greed for power which had made him outgrow the other deities. The Sun, the Moon and the eight human gods all united to fight him and the demonic hoards under his control. But they knew that this would not be an easy feat, sacrifices would have to be made and the world would no longer be the same. For fourteen days and fourteen nights they fought before Armok made a mistake, he had finally left an opening. The eight all forfeited their divinity to banish Armok to the dark core of the world. However they had underestimated Armok and their collective efforts were not enough to defeat him; they were caught in a tug-of-war, a battle of wills. The moon charged towards Armok to end it once and for all now that he was caught up with the eight. But just right before his demise Armok turned away from the eight and grabbed the moon by the throat. The eight had succeeded and Armok was pulled down into the darkness. But just as he was about to be banished forever he ripped off the moon's head and brought it with him...

The eight had lost their powers, the moon was dead and Armok was trapped in his eternal prison. There in the darkness he waits...whispering to those above-Dig deeper...dig deeper...dig deeper...

The Sun left her worldly form and in her mourning she



devotes her time to shine light upon the dead body of her sister. Reflecting light similar to moonshine so that no one will forget her. And thus magic was no more.

23- All the dwarven tribes form an alliance and the creation of the Mountainhomes begins. The elves still live in a scattered, unorganized state due to their loss of magic as well as metal. For without the moon the elves can't work metal. The humans form many smaller societies but continue to wipe themselves out due to civil wars.

Classic Df

89-Due to a huge surge in population size the dwarven production kept increasing rapidly. It was during the following 100 years that the Mountainhomes halls were dug out.

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 05, 2013, 01:08:22 pm**

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75-138  
[Spoiler](#) (click to show/hide)  
Classic Df

89-Due to a huge surge in population size the dwarven production kept increasing rapidly. It was during the following 100 years that the Mountainhomes halls were dug out.

100- The era of pick and axe.

138 The northern continent is discovered. Often referred to only as "The scorching waste".

That was kinda uneventful :P

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 05, 2013, 01:09:00 pm**

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498-602  
[Spoiler](#) (click to show/hide)  
500 The blood era

505 Many disliked Raal's way of ruling but he was quick to punish those who opposed him. However Raughelm the righteous challenges him to a duel where the winner took the throne. Raughelm lost the duel but still got the position as Raal was mysteriously murdered.

550 Post-Df

583- The first realm war.

Years of peace had made the dwarves weak, so when the elves started what is often referred to as the first realm war. Raughelm was very confident in his army as it has for centuries been considered far superior to anything that the elves or humans had managed to muster up. He sent them straight towards the elven troops and the two forces meet in a forest. Much like in the elf-dwarf war of 316 the elves had an edge once in their own element but this time they were much more organized.

On that day the dwarves lost a shameful defeat, Raughelm's pride suffered far worse than that of the others for he was now the first dwarven king to ever lose a war. Some says he went insane on that day others claim that his actions simply were fueled by a burning desire for vengeance.

The Dwarves went into exile and the elves took over large parts of the dwarven territory. For many years people believed that the dwarves had died. Meanwhile Raughelm had begun his plan for revenge. The plan was made up of two key components. The first- He began a massive production of armor, armor of brilliant quality but far too large for any dwarf. Thousands of pieces of armor were created, it is said that the massive production increase utilized the artifact sock of Silverdrop. The second part involved digging one of the longest tunnels ever seen. The tunnel took 7 years to dig but stretched all the way from the Mountainhomes to Capitol. In secret Raughelm struck a deal with the human king.

591-The second realm war-Human-dwarf alliance.

The humans order of knights were arguably the best warriors of that time, they fought with the speed of an elf and the strength of a dwarf. Raughelm had paid a vast quantity of gold for their aid, a sum of gold that rivaled the entirety of the human economy. Simply an offer the humans could not decline. As if they weren't enough on their own Raugehelm also gave each knight a set of armor unparalleled by any human workmanship.

The knights were led by General Tyrnall, the warrior with the most kills throughout history. Raughelm gave him "the dwarven treasure" to ensure victory (the sword of y. 460). The elves suffer defeat after defeat; their weapons can't pierce the dwarven armors and Tyrnall alone has slayed more than the collective elven force. During the final battle Tyrnall's will begins to waver, he had fallen in love with the queen of the elves. Tyrnall throws the legendary sword into the "Sweet Sea" and thus ending the war, after that Tyrnall never returned to the lands of men and dwarves so Raughelm was considered to be the hero instead. The dwarves took back their lost territory, the humans suddenly had more money than ever before and the elven civilization was bleeding.

Raughelm was considered a hero but he himself can only see the blood spill. Soon he took his own life from guilt. Between the years 592-636 the dwarves had no king but were instead ruled by the 6 richest families. New trading opportunities with the humans covered for the losses during the war.

600 The Gray era

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 05, 2013, 01:09:59 pm**

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683-784  
[Spoiler](#) (click to show/hide)

683 The goblins who came from the west managed to get a strategic foothold in the realm and their troops were slowly advancing.

685- The third realm war.

Dwarves, elves and humans united to create an army only rivaled by Tyrnall's forces back in 591. Hundreds of thousands souls on both sides fell. In the end the dark ones were pushed back...However they were persistent and changed their course for the elven capital. The elves pleaded for the aid of the other races however the Gray king chose to retreat his forces and return to his safe mountains. The humans followed the decision of the Gray king as that relation was valued higher than that to the elves. The elven capital was burned to the ground and those elves who managed to escape enslavement either fled east to Seraté or north to the Scorching waste.

700 The era of man.

709-Scoutings of a goblin structure in what used to be elven territory was confirmed from many sources. It appeared as if they had manifested there and were slowly consuming surrounding villages. Nearby settlements such as Rocklod and Peasantville were under constant attack.

710-The Gray king whom has always been considered both cruel and insane takes a turn for the worse. He starts a lot of nonsensical projects redirecting workforce to strange things and killing many innocent dwarves including his wife.

711-Multiple reports from different sources claims to have been in contact with a new sentient race, it appears to be a mixbreed between elf and goblin. Little is known about them but they do not appear to share the elven ideals nor ally with the dark forces.

714-A strange man in the the city of Capitol claims to be the last mage. Few take his claims seriously but he quickly manages to rise towards the top of the political ladder. Goes by the name of Renatum Urbanus.

719-The Gray king dies. After the tyrannical reign of the insane Gray king the dwarves elected a leader with contrasting traits. Mina Lithtreck was bland, calm and considerate, perhaps just what the dwarves needed to heal the wounds the gray had caused. Lithtreck's accomplishments were few, apart from being the second dwarven queen not much can be said about her rule.

729- Without the gray king the dwarves lost a lot of influence, and most of the elves had been wiped out. The humans took this opportunity to expand their territory.

731-Mina forbids the usage of Jesterherb, Mina whom previously had been completely unopposed had now gained a small group of adversaries.

747-General Kartack claims that Mina's poor knowledge of military strategy makes her unfit to lead the dwarves and she's replaced by Lurved deMelkon. As the political power of the realm has shifted in favor of the humans, deMelkon spent a lot of effort attempting to both keep a good relationship with the humans and at the same time surpass them in multiple fields.

764-Renatum becomes the kings advisor, arguably more influential than the king himself. Old kings fall and new ones rises but Renatum's authority is never questioned.

784-Due to human influences some dwarves move away from the dwarven ideals, especially the nobles. Armok is no longer considered to be real, the worshiping of other dieties such as Litarette the mother of prosperity or Gili Stonehelm the god of fire/crossdressing became popular. Many older dwarves were strongly opposed to this.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 05, 2013, 01:11:20 pm**

800-844  
Spoiler (click to show/hide)  
800 The scientific renaissance.  
811-deMelkon is perhaps best remembered for the year of 811 when he attempted to rival the human fleet by building the greatest warship ever witnessed. People were very impressed until it sunk.  
812-It is decided that deMelkon perhaps wasn't such a good leader after all. General Kartack whom at this point in time had left the military force and worked under the title of master strategist instead attempted to take the vacant position for himself. Others claimed that the daughter of Mina Lithreck- Ori Lithreck- was to be crowned instead.  
814 Civil war breaks out between the followers of Ori and the military. During this time the Mountainhomes loses a lot of control over its provinces, in Silverdrop and Kobaltine the mayor rises to a position similar to that of a king.  
842- Raughelm the second. After over 30 years of political insecurity a young heir to Raughelm the first claims the throne. The legend of Raughelm as well as people's tiredness of poor rulership allows him to take the throne quite easily.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 05, 2013, 01:15:40 pm**

I can't see your image, I'm afraid.  
Edit: never mind.

Edit2:  
Quote from: slowpokez on June 05, 2013, 01:09:59 pm

Spoiler (click to show/hide)  
The elven capital was burned to the ground and those elves who managed to escape enslavement either fled east to Seraté or north to the Scorching waste.

Oh carp.

All, right. Nothing we can't fix. We need to start up aggressive breeding programs and have the elves drum up as many warbeasts and beastmen as we can. We'll attack via the caverns, using one of the abandoned dwarven forts, to make use of its ferocious wildlife and multitude of beastmen and so we won't be noticed by the rest of the world.

We'll put fake dwarven nobles in place and rule blackgate from the shadows using hidden observers and elf-loyal warbeasts pretending to be pets while the real Gov't hides in the caves behind beastmen. Anyone trying to expose the elven rule will be taken down by a well provided\* fortress guard under the ruse that they're part of some weird kind of cult.  
\*Free and good quality drinks, well decorated homes and whores if we can drum them up

We'll put a stop on the food exports(under the ruse of nobles), and start importing as much as economically feasible. Next, we raid the human villages, or at least sabotage their crops. They might have the numbers, but the numbers can starve.

Now, the first thing we need to do is check the lower caverns for suitable entry points.(An entrance with a forgotten beast in the way is less of an entrance than a steel wall. Just saying.) The lowest caves would be ideal, since that'll allow us to raid the magmaforges more easily.

Edit3: I wonder if the elves have whores. It'll probably be hard to get any young ones in blackgate.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 05, 2013, 04:13:54 pm**

Re: Elven whores: they are immortal just like goblins (if this is vanilla), so even one of the Firstborn, existing since Creation, would not look older than a young adult. And the experience...  
Seeing how goblin-elf halfbreeds exist, I'd say they can be persuaded to do some interracial ;D (well, at least some greenskin incarnation of Salladhor Saan managed to convince them). Or they are/were sex slaves... who would be very grateful for a rescue ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 05, 2013, 04:20:30 pm**

Quote from: Tirion on June 05, 2013, 04:13:54 pm  
Or they are/were sex slaves... who would be very grateful for a rescue ;D

I don't think we should be a pimp to such slaves. They might resent being put into a similar situation, and we don't want them to inspire rebellious thoughts into the military. We need whores who are fully loyal to the elven empire.

Also, we don't know if immortal will mean eternally youthfull here.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 05, 2013, 06:14:17 pm**

You guys have been watching too much Game of thrones -\_\_\_\_\_-'  
5 pages of history and all you get out of it is whores!? There isn't even a mentioning of a whore and yet somehow you manage!  
On the subject of elves...I'd go for simply aging slowly...The part about immortaliy can easily be written off as dwarven superstition.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 06, 2013, 12:39:32 am**

Quote from: slowpokez on June 05, 2013, 06:14:17 pm  
On the subject of elves...I'd go for simply aging slowly...The part about immortaliy can easily be written off as dwarven superstition.

I suppose this means there'll be less elven adults then we'd have expected.

Edit: lets use our old chestnut bag to collect a few odd looking plants. We can get them examined later, or use them for something random in a pinch.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **June 08, 2013, 06:34:25 pm**

Quote from: slowpokez on June 05, 2013, 06:14:17 pm  
You guys have been watching too much Game of thrones -\_\_\_\_\_-'  
5 pages of history and all you get out of it is whores!? There isn't even a mentioning of a whore and yet somehow you manage!  
On the subject of elves...I'd go for simply aging slowly...The part about immortaliy can easily be written off as dwarven superstition.

\*ignores 5 pages of history just to troll slowpokez\*

- Whores!? where!?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 09, 2013, 01:41:33 pm**

Something I hadn't noticed before: this 'jesterherb' plant. Would it still be forbidden? If so, would people still recognise it, and its effects? We might be able to mix it with some moss, plants we don't use or minced cloth to make it unreconiseable, then let the nobles have it to leave them drugged and stop them from interfering.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 10, 2013, 03:11:10 am**

Quote from: AfellowDwarf on June 09, 2013, 01:41:33 pm

Something I hadn't noticed before: this 'jesterherb' plant. Would it still be forbidden? If so, would people still recognise it, and its effects? We might be able to mix it with some moss, plants we don't use or minced cloth to make it unreconiseable, then let the nobles have it to leave them drugged and stop them from interfering.

It's effects are unknown.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 10, 2013, 10:00:49 am**

Quote from: Tirion on June 10, 2013, 03:11:10 am

It's effects are unknown.

To us, maybe. But if this herb was some useless nonsense plant, it would not have earned Mina any opposition. People knew it did something back then; if we can get our hands on a herbalist's catalogue, we'll see the herb somewhere. We may need to get an old one, though.

Edit:  
Oh, and we should look into the gray king's insane dwarf tasks and projects. Perhaps he was studying dwarf psychology, or attempting to build a superweapon. It would explain why he went murderous; the people he killed came too close to his research.(The fool should've gotten a dumber wife with a poorer memory. Why'd you think I prefer the senile?)

Edit2:  
A book about herbalism will be multipurpose, and especially usefull if we decide to venture out of the fort.

Edit3:  
Maybe we could disrupt the aquatic ecosystem near human towns by releasing vicious, aquatic cave creatures (War-trained by a elven vampire, perhaps?) in their rivers. They'll eat the fish dry, robbing the humans of a food source.

We could also try to dump large quantities of toxic metal(Lead, tin, maybe zinc if we can find enough?) Just put all of it in a large, heavy cage(made of lead, maybe) dump it into a river and wait for the humans to die. Maybe we could also utilise the large quantities of female animals we'll have, and dump loads of sour milk into the river.

Edit4:  
Killing the humans will leave the field open for the goblins. Their rapid expansion suggests a demon at work; it'll take but one well placed catapult shot to take the scrawnier ones out. If we're up against a tougher demon, I would guess we'd just draw his attention with a catapult, and have to resort to the gauntlet to kill him. I guess we'll have to get creative to capture whoever uses it.

The user of the gauntlet will have to be someone of great willpower and fighting skill. We'll point another catapult at his location, and have a bunch of seasoned warriors with nets (I'm guessing these will be made from heavy chains or something) stationed nearby. We'll make the warrior kill the demon, and sound one horn to call the warriors in to capture him. We'll let the warriors restrain him after throwing their nets(if he manages to resist the gauntlet, he'll coöperate.) and let a medic inject him a tranquilizer. Then, we'll remove the gauntlet(with disenemberment if we have to) and tend to his wounds.

If all fails, we'll sound the second horn, signaling the catapult to launch at the gauntlet's location and the warriors to retreat.

Without leadership of demonic strength, the goblins will feud instead of being a real threat. We can then either play them out against one another, or side with their most altruistic faction.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 10, 2013, 04:03:36 pm**

**WHY HURT THE HUMANS AT ALL? THEY ARE OUR NATURAL ALLIES AGAINST THE GOBLINS.**

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 10, 2013, 04:13:18 pm**

Quote from: Tirion on June 10, 2013, 04:03:36 pm

**WHY HURT THE HUMANS AT ALL? THEY ARE OUR NATURAL ALLIES AGAINST THE GOBLINS.**

Filthy human-lover. All humans are greedy, racist demon worshippers. They are no better than goblins, just more skilled at hiding their utter depravity. Not to mention that they make us dwarves seem small.

Also, we can't really declare war on the elves(no threat) or goblins(already in conflict). Dwarves will get tricky as well, since we are a dwarf at present. We'll need a good scapegoat if we want to rise in power through leading a war.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 10, 2013, 06:09:04 pm**

All right, I'll have some free time tomorrow, what shall the next course of action be?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **June 10, 2013, 11:52:28 pm**

Quote from: AfellowDwarf on June 10, 2013, 04:13:18 pm

Quote from: Tirion on June 10, 2013, 04:03:36 pm

**WHY HURT THE HUMANS AT ALL? THEY ARE OUR NATURAL ALLIES AGAINST THE GOBLINS.**

Filthy human-lover. All humans are greedy, racist demon worshippers. They are no better than goblins, just more skilled at hiding their utter depravity. Not to mention that they make us dwarves seem small.

But, but, but... they have tall whores! :D

Quote from: slowpokez on June 10, 2013, 06:09:04 pm

All right, I'll have some free time tomorrow, what shall the next course of action be?

Definitely whores!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 11, 2013, 01:32:12 am**

Quote from: Kaos on June 10, 2013, 11:52:28 pm

Quote from: AfellowDwarf on June 10, 2013, 04:13:18 pm

Quote from: Tirion on June 10, 2013, 04:03:36 pm

WHY HURT THE HUMANS AT ALL? THEY ARE OUR NATURAL ALLIES AGAINST THE GOBLINS.

Filthy human-lover. All humans are greedy, racist demon worshippers. They are no better then goblins, just more skilled at hiding their utter depravity. Not to mention that they make us dwarves seem small.

But, but, but... they have tall whores! :D

Quote from: slowpokez on June 10, 2013, 06:09:04 pm

All right, I'll have some free time tomorrow, what shall the next course of action be?

Definitely whores!

I AGREE ON BOTH COUNTS. THOUGH I ADD THAT WE DON'T NEED TO START A NEW WAR, WINNING THE ONE OUR PEOPLE ALREADY FIGHT WOULD BE GOOD ENOUGH TO WIN US GLORY IN THE EYES OF BOTH DWARVESM ELVES AND HUMANS.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 11, 2013, 08:09:51 am**

Quote from: Tirion on June 11, 2013, 01:32:12 am

Quote from: Kaos on June 10, 2013, 11:52:28 pm

Quote from: AfellowDwarf on June 10, 2013, 04:13:18 pm

Filthy human-lover. All humans are greedy, racist demon worshippers. They are no better then goblins, just more skilled at hiding their utter depravity. Not to mention that they make us dwarves seem small.

But, but, but... they have tall whores! :D

I'm not saying we shouldn't keep our arms open for human traitors. That includes whores. They're especially welcome, even. You see, whores are basically scantily dressed sellswords sans swords. They're among the most likely groups to join us. Not to mention that we need whores for our military. We needn't exclude military with weird fetishes.(Female goblins will prove difficult, however.)

Quote from: Tirion on June 11, 2013, 01:32:12 am

I AGREE ON BOTH COUNTS. THOUGH I ADD THAT WE DON'T NEED TO START A NEW WAR, WINNING THE ONE OUR PEOPLE ALREADY FIGHT WOULD BE GOOD ENOUGH TO WIN US GLORY IN THE EYES OF BOTH DWARVESM ELVES AND HUMANS.

Good luck getting either group to follow us. We have no opportunity to lead dwarf nor human, and we're unable to deal with the goblins on our own. And if we could deal with them, we'd merely be able to claim that we killed the demon. The elves, on the other hand, must be desperate by now.

Quote from: slowpokez on June 10, 2013, 06:09:04 pm

All right, I'll have some free time tomorrow, what shall the next course of action be?

Leave these caves while collecting small, unusual looking plants in the chestnut bag. Venture into the second cave level and look around. Whilst doing this, keep an eye out for whores.

Edit:  
Also, there are only two cavern levels here, the dwarves must've sealed one off. Let's try to find out which one; we'll need to look for constructed walls.

Edit2:  
If we do find a way to deal with the goblins on our own that doesn't require discretion, we could join up with the goblins. I hear they are very loose on their morals.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 13, 2013, 08:20:53 am**

Ahh well, can't do too much about that at the moment anyway...  
Maybe we should leave? I'm kinda hungry.  
Nah don't worry Nerin lots of food down here and the beast doesnt seem to be around.  
But while you head out of here you might as well pick up some strange looking plants along the way, never know when they might come in useful. Should we go to the next cavern perhaps?  
Hmmm, to get there Nerin would have to backtrack to the staircase and go that route.  
Well, we'll set out in that direction at least.  
Why.... Why can't I just go and have a nice drink somewhere! Now I'm in a bloody cave drinking water and eating raw mushrooms...sigh...

\*After a few minutes of tedious gathering\*

Whores!  
Whores?  
Whores!?  
Whores!  
Whores!  
Whores!  
What the fuck, why this sudden obsession with whores? I'm trying to work here...  
Spoiler (click to show/hide)





Can't you at least attempt to be a bit classy?  
What you know 'bout class country-boy?  
Well! uhmm...I don't really know anything but I do know that it's not classy to talk about whores all the time!  
~Well excuse us~! From now on they shall be referred to as ladies whom exchange cerain services for currency!

Ladies whom exchange cerain services for currency!  
Ladies whom exchange cerain services for currency!  
Ladies whom exchange cerain services for currency!

Uhh....sigh...

\*A few hours of herbpicking and discussing the subject of whores later\*

Be on your guard Nerin...  
Huh?  
Look over there.  
[Spoiler](#) (click to show/hide)



Silence!  
What?!  
My crundle sense is tingeling!  
Are...are you serious, we saw the crundles a minute ago...  
That only means it's as sharp as ever!  
But that don...wtf is a crundlesense anyway?  
Don't bother with him...Nerin gotta decide how we wanna handle the situation...crundles rarly go alone.  
How far is it to the exit?  
Five min max.  
On the other hand crundles are weak.  
So is Nerin though.  
Uhmm...what is a crundle?



That doesnt matter either!

Udate got a bit delayed...never mix whisky and clear liquor.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 13, 2013, 11:12:43 am**

Crundles! That means we're at least in cavern level 2, so the lowest visible cavern should be cavern level 3. Good to know.

Let's see, we need to keep watching them, move slowly and have our axe at the ready. If they threaten us with noise, we need to make slightly louder noise without exerting ourselves. Nerin is not a good fighter(That is to say, he won't dodge well), so we should try to avoid conflict. We don't want to get wounded again.

Edit:  
Alternatively, we could take a hand of flour and blow it through a small fire, pretending we're a dragon.

Edit2:  
We could also throw them an edible mushroom, then a bunch of random others, in the hopes of making them unwell.

Edit3:  
Crundles don't scavenge, do they? We could pretend to eat something, cough and hack, then fall down and pretend to be dead.

Edit4:  
Put a few mushrooms on our head and shout "Roar. I am a crundle". Not to be confued with: "\*Roar\* I am a crundle."

Edit5:  
We scream, point a finger away from the exit and make a run for it.

Edit6:  
Sing something and hope they like it?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 14, 2013, 04:56:40 pm**

Run like a horde of crundles is chasing us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 16, 2013, 04:53:32 pm**

Quote from: Tirion on June 14, 2013, 04:56:40 pm  
Run like a horde of crundles is chasing us.  
We could also try running like a happy little girl.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 16, 2013, 05:34:01 pm**

Quote from: AfellowDwarf on June 16, 2013, 04:53:32 pm  
Quote from: Tirion on June 14, 2013, 04:56:40 pm  
Run like a horde of crundles is chasing us.  
We could also try running like a happy little girl.

Who is chased by a horde of crundles.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 16, 2013, 05:36:17 pm**

Quote from: Tirion on June 16, 2013, 05:34:01 pm  
Quote from: AfellowDwarf on June 16, 2013, 04:53:32 pm  
We could also try running like a happy little girl.  
Who is chased by a horde of crundles.

In a way she views as playful, yes.

Edit: I'll just give heads up again. I'm bumping this thread on the 30th.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **June 25, 2013, 10:33:33 pm**

Slowpokez, YOU ARE GOOD AT DRAWING. That is all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **June 26, 2013, 02:37:18 am**

let's try on the gauntlet! it's a whole pack of crundles, didn't you notice the glaring eyes in the background?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 26, 2013, 03:23:11 am**

Quote from: Kaos on June 26, 2013, 02:37:18 am  
let's try on the gauntlet! it's a whole pack of crundles, didn't you notice the glaring eyes in the background?  
Risky. The gauntlet crundle would normally have no reason to betray its kin. We'd be betting on some pretty bitter rivalry with the rest of the group.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 26, 2013, 06:33:01 am**

Quote from: AfellowDwarf on June 26, 2013, 03:23:11 am  
Quote from: Kaos on June 26, 2013, 02:37:18 am  
let's try on the gauntlet! it's a whole pack of crundles, didn't you notice the glaring eyes in the background?  
Risky. The gauntlet crundle would normally have no reason to betray its kin. We'd be betting on some pretty bitter rivalry with the rest of the group.

Then let us wear the gauntlet and fight those crundles!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 26, 2013, 07:43:34 am**

Quote from: Tirion on June 26, 2013, 06:33:01 am

Then let us wear the gauntlet and fight those crundles!

Look at what you're saying, man. You're suggesting we use the mind corrupting super-weapon on what is basically one step up from rabbits.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 26, 2013, 08:04:44 am**

Quote from: AfellowDwarf on June 26, 2013, 07:43:34 am

Quote from: Tirion on June 26, 2013, 06:33:01 am

Then let us wear the gauntlet and fight those crundles!

Look at what you're saying, man. You're suggesting we use the mind corrupting super-weapon on what is basically one step up from rabbits.

Rabbits that could kill us very messily. And I see a distinct lack of Holy Hand Grenades in our inventory.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 26, 2013, 08:31:39 am**

Quote from: Tirion on June 26, 2013, 08:04:44 am

Quote from: AfellowDwarf on June 26, 2013, 07:43:34 am

Look at what you're saying, man. You're suggesting we use the mind corrupting super-weapon on what is basically one step up from rabbits.

Rabbits that could kill us very messily. And I see a distinct lack of Holy Hand Grenades in our inventory.

The feet beneath our legs are most certainly present, though.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **June 26, 2013, 07:53:41 pm**

Quote from: Tirion on June 26, 2013, 06:33:01 am

Quote from: AfellowDwarf on June 26, 2013, 03:23:11 am

Quote from: Kaos on June 26, 2013, 02:37:18 am

let's try on the gauntlet! it's a whole pack of crundles, didn't you notice the glaring eyes in the background?

Risky. The gauntlet crundle would normally have no reason to betray its kin. We'd be betting on some pretty bitter rivalry with the rest of the group.

Then let us wear the gauntlet and fight those crundles!

this is what I meant, trying it on ourselves to fight the crundles with it, not using one of the crundles as a test subject. Sorry if I wasn't clear enough.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **June 26, 2013, 07:59:39 pm**

Quote from: Tirion on June 26, 2013, 08:04:44 am

Quote from: AfellowDwarf on June 26, 2013, 07:43:34 am

Quote from: Tirion on June 26, 2013, 06:33:01 am

Then let us wear the gauntlet and fight those crundles!

Look at what you're saying, man. You're suggesting we use the mind corrupting super-weapon on what is basically one step up from rabbits.

Rabbits that could kill us very messily. And I see a distinct lack of Holy Hand Grenades in our inventory.

Isn't a pack of crundles dangerous? either way, if they are the gauntlet may be our only chance to avoid getting ripped apart to pieces, and if they're as harmless as bunnies it wouldn't require much power from the gauntlet itself but would allow us to test it in a relatively safe environment and with minimal side effects.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 27, 2013, 06:58:33 am**

Quote from: Kaos on June 26, 2013, 07:59:39 pm

Quote from: Tirion on June 26, 2013, 08:04:44 am

Quote from: AfellowDwarf on June 26, 2013, 07:43:34 am

Look at what you're saying, man. You're suggesting we use the mind corrupting super-weapon on what is basically one step up from rabbits.

Rabbits that could kill us very messily. And I see a distinct lack of Holy Hand Grenades in our inventory.

Isn't a pack of crundles dangerous? either way, if they are the gauntlet may be our only chance to avoid getting ripped apart to pieces, and if they're as harmless as bunnies it wouldn't require much power from the gauntlet itself but would allow us to test it in a relatively safe environment and with minimal side effects.

We don't know how the amount of usage is related to side effects. The hospital is a relatively safe enviroment to test the effects of unknown substances when injected in our bloodstream, but it's better not to do it.

Edit

Maybe we can use the flour as a smoke-bomb of sorts, after we've distracted the crundles. Just empty it in front of us and run.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 05, 2013, 07:19:57 pm**

Ah well sorry 'bout my recent absence, met this girl who I've been spending a lot of time with lately. Well sometimes you gotta put rl-stuff first, might do an update tomorrow though.

Wow...^that^ was surprisingly short n concise to be written by me, soberness truly is the bane of imagination.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **July 05, 2013, 11:54:28 pm**

Girlfriend > internet. I forgive you.

Now hurry up and update.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 06, 2013, 12:09:49 pm**

It's fine, absolutely. I'm looking forward to the update.

Though, if you'd be so kind to post a warning message before long periods of time rather then after, I'd appreciate it. I almost went mad with worry. ;)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 06, 2013, 02:19:27 pm**

Awww shit! Why didnt you warn me of this stuff!?  
Wasnt the big walrus-thingie enough of a warning?  
Well...what the fuck do I do! I can't fight that!  
let's try on the gauntlet! it's a whole pack of crundles, didn't you notice the glaring eyes in the background?  
There's more!?  
Of course they move in packs.  
Nope! I'm leaving!  
Run like a horde of crundles is chasing us!  
We could also try running like a happy little girl.  
Who is chased by a horde of crundles!  
In a way she views as playful, yes.  
What the fuck are you on about!!!???  
[Spoiler](#) (click to show/hide)



Uhhmmm I kinda lost this picture...well...the background and the colored version at least...here's a rough sketch...JUST USE YOUR IMAGINATION!  
By some strange stroke of luck Nerin later manages to outrun his persuers, the power of fear is quite remarkable...  
[Spoiler](#) (click to show/hide)



-ugghghhhh huuuuhhh uhh huhuhuh....  
That was surprisingly fast...  
I didn't know you had it in you Nerin!  
You just missed an excellent chance for a short rumble with crudles...Pitiful! Never turn down a crundlerumble!  
What...sigh... at least it's not whores again...  
What's wrong with whores all of a sudden?  
No.. It's.....For fuck sake I just need a beer!  
OHhh calm down there big guy...no reason to get all upset.  
I couldve died!!!  
Well the brewstery I guess? Or are you planning a drinking-adventure where you visit aaaaalllll the drinking places?  
What, no? You realise that I'm on the run from pretty much everyone around here at the moment?  
pfff  
\*Managed to reach the bar without too many problems along the way\*  
[Spoiler](#) (click to show/hide)



By armok's beard! What's going on in here!?  
A FIGHT!  
Is that Esmar?  
\*BAAAMMM\* \*Something breaks behind Nerin\*  
[Spoiler](#) (click to show/hide)





[Spoiler](#) (click to show/hide)

AWW SHIT! They've found me!



Wtf are you doing here!?



Seems like they've found me...



What!? Found you?



What is this guy guy on 'bout?



HOW THE FUCK DID I END UP IN HERE!!!



Just when I thought things couldn't get any worse!? Who are all these people!?

-Think We'd go down without a fight!?

[Spoiler](#) (click to show/hide)



The warden mutters something about poor luck as a dozen of his rag-tag militia stream in through the gaping whole where the Brewstery-door had been a few moments ago.

[Spoiler](#) (click to show/hide)



-Let's bring 'em hell! They can't fight worth shit!  
Suddently the clumpy forces of the warden charge in but meets a surprising resistance from the unknown residents of the bar.  
[Spoiler](#) (click to show/hide)



There's a clear difference in skill.

[Spoiler](#) (click to show/hide)



However superior numbers are not to be underestimated.

[Spoiler](#) (click to show/hide)





-Hey...blueegg..Hey, boss... kill this guy... boss...come  
[Spoiler](#) (click to show/hide)



In one swift motion daggers appears from underneath the coat of the dwarf leading the resistance.  
[Spoiler](#) (click to show/hide)



No hesitation.  
Just a few seconds later half of the militia was slaughtered and most of the other dwarves were nowhere to be seen. The warden left as the fighting begun but smoker, Brewster and Esmar just disappeared during the commotion.

What...wha..  
Nerin calm down!  
But...  
You gotta do something!  
Like what?  
Find out what happned to the others!

\*Chiiing\* Metal striking metal right next to Nerin.  
[Spoiler](#) (click to show/hide)



Kill that guy!  
Who!?  
The warden's guy!  
No, kill the other one! The warden's looking for him, you might be able to trade his head for a pardon!  
That's stupid, we'd still have the mayor to worry about!  
Fuck all that! Nerin just run out the door and leave this mess!  
Look for the others, if they escaped then they probably know what's going on!  
Orgy? Anyone? Ok...  
Fight both?

All right, you know the drill! What's the next course of action?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **July 06, 2013, 02:35:22 pm**

~~GO PURPLE.~~  
Look for tea.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 06, 2013, 04:08:04 pm**

Wait.. Pointy nose-man is the warden?

Both sides are trouble. The warden won't employ someone he percieves as merely lucky\* if he has the manpower to enforce slavery, the latter is more desireable for him, after all.

\*We won't seem competent by breaking this stalement. Doing so takes no skill and can easily be seen as an act of panic.

The resistance on the other hand, can be deduced to be bastards. Clearly, they did not get along with our friends: Esmar is a combatant and pipedwarf has enough connections to own a weapon he could pull. They fled, therefore they are not allies. Since they are not allies, and Esmar has been hit, it must've been chair-leg that did the deed. Thus, they are not friends to the people, and this is not a ploy to overthrow tyranny, but merely a power grab.

I say we grab the neatest helmet from the nearest dead dwarf and run for Brewster and Esmar. We really shouldn't take anything you traditionally hold in your hand; we don't want anyone to take us for a combatant.'

Also, if there's no-one between the Warden's guy and the door, we should pull down his pants and snatch his belt.

Quote from: [slowpokez](#) on July 06, 2013, 02:19:27 pm

Uhhmmm I kinda lost this picture...well...the background and the colored version at least...here's a rough sketch...JUST USE YOUR IMAGINATION

Oh, those crundles are just like rabbits. No wonder Nerin could outrun them.

..What's- eugh! Dear amok! Brewster! That's just so fricking horrible. I did **not** want to see that. Ease down on the gore, will you? I think I just puked a little inside my mouth.

Edit  
We could try to put the door back in place, then find stuff to bar it with.

Edit2:  
I wonder if Brewster would appreciate it if we brought him his door?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **July 07, 2013, 02:22:21 am**

Awesome update!! (even though there weren't whores in it...)

Now seriously, I agree we should go find the Brewster and Esmar, at least we know these guys are our friends, and find out what's going on with the resistance gang guys, I'm inclined to take a shot at the Warden and gain the resistance gang as allies but we need info first from people we can trust.

Also loot whatever shiny expensive things we can get during the confusion, we can use them or trade with the pipe-dwarf later.

We are missing opportunities here, if we'd have tried the gauntlet on the crundles we could potentially use it in situations like this, take out the Warden first, if the other guys turn out to be good we gain an ally, if they turn out to be evil, take them out too, then loot all their belongings and trade them to the pipe-dwarf... but nooooo.... we had to run like scared little girls from a harmless pack of crundles...

We should start getting some armour gear, helmet, breastplate, gauntlets, high boots, etc... if we get in a brawl like this we're going to either get a dagger to the gut or and axe to the brain.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 07, 2013, 05:59:50 am**

Quote from: Kaos on July 07, 2013, 02:22:21 am  
I'm inclined to take a shot at the Warden and gain the resistance gang as allies but we need info first from people we can trust.

The warden already left, I'm afraid.

Quote from: Kaos on July 07, 2013, 02:22:21 am  
Also loot whatever shiny expensive things we can get during the confusion, we can use them or trade with the pipe-dwarf later.

I'd say we shouldn't take Brewster's stuff. Just the things on the corpses.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **July 07, 2013, 12:43:02 pm**

I don't know who the other guy is but he is in the same pickle as us with the warden. If the wardens man is taken out then you can at least see whats going on and see if there is anything on the dead wardens men that explains the situation.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 07, 2013, 02:04:32 pm**

These are really odd numbers of sloths to choose from.

Edit:  
Though I'm in favor of getting out of here, we could dress ourselves as the warden's man if we kill him. We'd tell the warden we were badly wounded and was brought to the doctor, who performed a radical medical procedure which deformed our body. We were onconscious and don't know how he did it. Then, we tell the warden we might have a way of accuiring the gauntlet(perhaps reffering to it as the major's artifact gauntlet), and would like to speak with him in private. Then, of course, we kill him.

Edit2:  
Quote from: xominxac on July 07, 2013, 12:43:02 pm  
If the wardens man is taken out then you can at least see whats going on and see if there is anything on the dead wardens men that explains the situation.

Asking our friends about what's going on would also inform us, but without the disatvantage of aligning ourselves with the rebels. As far as we know now, we're not high on the warden's priority list.

Hmm, maybe if we hid our face with the handkerkief before we end the stalement in the resistance's favor? It'd leave our options open, and having the resistance around would distract the warden from us.

Edit3:  
That gives me an idea; the fake beards for the prisoners could be made from cloth soaked in sticky substance(drink should probably work), then rubbed in the hair. It'd probably be easier then using candlewax.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **July 07, 2013, 06:17:33 pm**

I'd feel a lot safer with the gauntlet on our hands. Cover it with a mitten, though, so they don't see it. And get something with a hood! We need to kill that guard, loot what we can, and get lost from this fort. Preferably with the resistance- we'll start our own fort, with hookers and blackjack!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 12, 2013, 06:10:49 pm**

Quote from: Tirion on July 07, 2013, 06:17:33 pm  
I'd feel a lot safer with the gauntlet on our hands. Cover it with a mitten, though, so they don't see it.

If we cover the gauntlet with something, it should be the sock. Anything else and the gauntlet might decide to claw its way out, so to speak.(Dissolving? Burning? High-pressure smoke?) That'd be a waste of the item used.

Also, who knows how long it'll take us to learn how to use the thing, should we try it on.\* Trying out the super-weapon(with a handy built-in flare to let others know of its location) in the company of sentients who might well know what it can do is an invitation for a hammer to the head, or an axe to the arm.

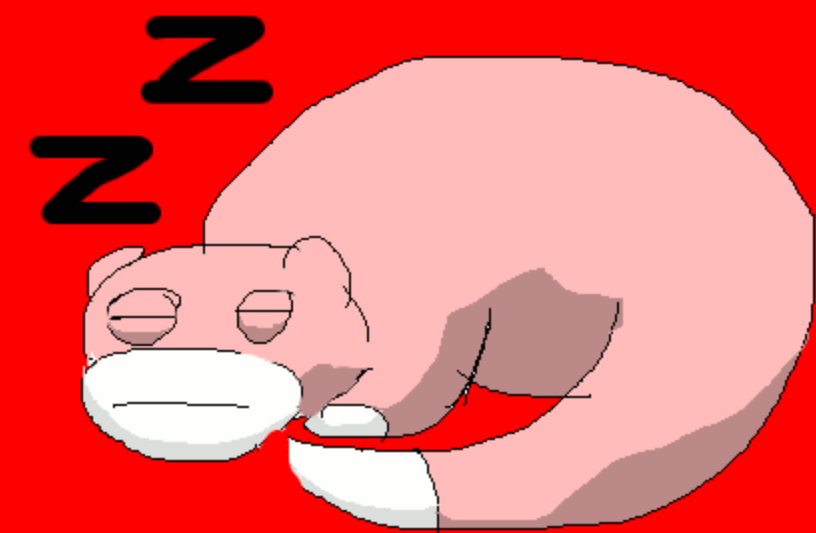
\*This is following the ever so optimistic scenario wherein we retain relative controll of ourselves once that thing is attached. If that isn't the case, we're in bigger trouble.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 12, 2013, 06:39:47 pm**

Working hard. Not drinking.  
Spoiler (click to show/hide)



# GOTTA' GO SLOW



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 13, 2013, 02:30:28 pm**

Alcohol depravation claims yet another victim. A sad fate, if any.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 14, 2013, 09:56:42 am**

Just take your axe and cut him, we don't know who this guy is but well...we're kind of running out of people who don't want to kill us...  
But...I'm not a good fighter..  
Doesn't bloody matter! Just run up there and backstab the fool!  
[Spoiler](#) (click to show/hide)



I can't kill someone!  
You already killed the fisherman you spineless piece of shit!  
I di....I didnt do that! That was you!  
You got no choice! Hurry!  
-uhh...uhh...WHHAAAAAAA  
\*chrrrlkk\*  
That...was a horrible attack... You expect to killl someone with that?  
\* A spray of blood flows down from above\*  
[Spoiler](#) (click to show/hide)



-AAAAAHHHHHHHHH!  
Guess you lucked out this time... and why are you screaming?  
There's...there's blood everywhere!  
Sigh...

Suddenly the room when fairly quiet apart from the sound of dripping blood and the heavy breathing of the hurt and exhausted combatants.

-All dead?  
\*a faint mumbeling spreads across the survivors\*  
-Good.  
...  
-By the way, who the fuck are you?  
-Uhhh...me?  
-Yea, you didn't seem to be on good terms with the warden there.  
-Well...yes.  
-You don't talk a lot do you?  
-Are you guys trying to bring down the warden?  
-Huh?...hahaarchahaha, I'm sorry I think you've got your facts wrong there mate.  
-Oh...  
-We're...uhmm...merchants so to say.  
-Then why are you fighting with the warden!?  
-You're kinda slow aren't you...  
-But...  
-Let's say that our goods might not be perfectly legal at all times and let's also say that our business might be somewhat...beneficial to nobles of Blackgate.  
-Oh...and the mayor sides with the nobles...  
-There now you're following!  
-and...the warden dont like the mayor...  
-Yea yea, well how did ya end up in this shit?  
-I came here for a drink...  
-I meant with the warden and so forth...  
-Oh...I...  
Nerin don't you bloody tell him you killed someone!  
No but he know's I'm in trouble! I have to say something!  
Just tell him that you're a migrant who escaped his wierd system.  
-I kind of didn't join his group migrants when I came here...  
-Ahh..so you're new around 'ere... Well, this place just gets wierder every year.  
-Aren't you...gonna run?  
-Nah got stuff to finish up around here, we're leaving in half a day. Wanna leave this place we got a spot to fill-  
\* He lifts up the decapiteted head of his dead comrade\*  
Someone in the back takes a moment to question Nerin's fighting abilities...or lack there of.  
-Half a fighter is better than none!  
-I...\*gulp\*...  
This seems like the wrong crowd to get involved with Nerin.  
No this is sure way out of here! You should take the chance!  
I'm not sure I trust these guys...  
What happned to the plan with the elves and the beards and that?  
Yea and the artifacts. eh?  
I don't know what to say to him!  
Well...  
  
-You don't know? Well we'll meet up at the gate before heading out, if you change your mind you have a chance to pick up your stuff.  
\*They exit through the backentrance leaving the floor littered with bodies\*

Hmm. Let's check up with our friends and hear their side of the story. We should grab some stuff from the dead first, though. We should try to get a good helmet and weapon, and maybe something expensive.

If these guys are indeed merchants, and not up to something that conflicts with our intrests, we could get the elf out through their channels. On the other hand, we might want to get the sock so we can block out the gauntlet. If the timeframe allows it, we might be able to do both.

Edit:  
We shouldn't get too much armor; we don't want to hamper our ability to run. If we're going to wear a non-helmet, we should probably take something lighter like leather.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 16, 2013, 01:01:03 pm**

Hmm. Nobody's written a response.

I think we should take the big guy's head as a snack for the elf. All for?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **July 16, 2013, 05:51:39 pm**

Quote from: AfellowDwarf on July 16, 2013, 01:01:03 pm

I think we should take the big guy's head as a snack for the elf. All for?

No.

What are our options, do what we were previously doing (which I managed to forget already), or follow the guy and his gang?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 16, 2013, 06:18:20 pm**

Quote from: xominxac on July 16, 2013, 05:51:39 pm

What are our options, do what we were previously doing (which I managed to forget already), or follow the guy and his gang?

Now you mention it, we were exploring the caverns previously. With the (figurative) arms from these dead men, we could venture into the third cavern level and see what's there (I'd personally suggest making some odd gestures to a tree there, for future plans).

Edit:  
Nerin was in the middle of getting a drink. We could search these people's bodies for beer flasks, so we won't steal from Brewster. We'd also get a handy beer flask.

I still believe we should find our friends, though. Hear their side of the story.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **July 16, 2013, 07:39:45 pm**

Quote from: AfellowDwarf on July 16, 2013, 06:18:20 pm

Nerin was in the middle of getting a drink. We could search these people's bodies for beer flasks, so we won't steal from Brewster. We'd also get a handy beer flask.

I still believe we should find our friends, though. Hear their side of the story.

I can agree with both of those, except search the bodies for valuables and ask around here about those guys before actually going to them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Golym** on **July 16, 2013, 09:11:59 pm**

Quote from: xominxac on July 16, 2013, 07:39:45 pm

Quote from: AfellowDwarf on July 16, 2013, 06:18:20 pm

Nerin was in the middle of getting a drink. We could search these people's bodies for beer flasks, so we won't steal from Brewster. We'd also get a handy beer flask.

I still believe we should find our friends, though. Hear their side of the story.

I can agree with both of those, except search the bodies for valuables and ask around here about those guys before actually going to them.

We should try to grab some armor from the bodies and fight more! Nerin can not be a weakling for the rest of his life.

Spoiler (click to show/hide)

It is okay for to participate?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 17, 2013, 05:21:19 am**

Quote from: Golym on July 16, 2013, 09:11:59 pm

It is okay for to participate?

Participate all you like! The more the merrier.

Quote from: Golym on July 16, 2013, 09:11:59 pm

We should try to grab some armor from the bodies and fight more! Nerin can not be a weakling for the rest of his life.

But like you say, Nerin hasn't used armor all his life. If we get a full suit of the stuff, Nerin will get trouble moving.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Golym** on **July 17, 2013, 05:46:02 am**

Quote from: AfellowDwarf on July 17, 2013, 05:21:19 am

Quote from: Golym on July 16, 2013, 09:11:59 pm

We should try to grab some armor from the bodies and fight more! Nerin can not be a weakling for the rest of his life.

But like you say, Nerin hasn't used armor all his life. If we get a full suit of the stuff, Nerin will get trouble moving.

Well at least he could try to fetch some leather armour for minimum protection.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 17, 2013, 07:04:08 am**

I agree, leather would be preferable for the most part.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **July 17, 2013, 09:16:33 am**

And get a cloak and a hood to cover it! An armoured stranger is even more suspicious than a stranger.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **AfellowDwarf** on **July 17, 2013, 10:42:39 am**

Quote from: Tirion on July 17, 2013, 09:16:33 am

And get a cloak and a hood to cover it! An armoured stranger is even more suspicious than a stranger.

Worse then a hooded stranger? Besides, don't we still have our traveling coat?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **NAV** on **July 17, 2013, 01:50:07 pm**

Never loot armour off a dead guy! It's bad luck. If the armour didn't stop them from dying then why would it protect you?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **slowpokez** on **July 17, 2013, 07:07:18 pm**

....shit.  
Well, that went pretty smooth didnt it?  
I'm covered in blood for fuck sake...and I almost got recruited by a band of thugs!  
You should be glad that your not one of those guys on the floor...speaking of them, how 'bout we check their pockets!  
Wait...I need a drink first... Think someone will mind if I take this drink?  
You're alone in a bar and you decide to steal someones halffinished drink!?  
Guess your right...  
There was a bloody war in here just a few minutes ago!  
After clearing out a few of the cups which were left behind it came down to some corpselootingbusiness. Starting off with the alcohol might've not been such a bad idea...looting is generally not a terribly pleasant occupation...  
Sadly most of the warden's troops appeared to be dirtpoor, most of 'em didnt owe a single Urist to their name.  
Spoiler (click to show/hide)  
-Bag- \*Changes\*  
~~A spare sock~~ ~~Guleg's sock~~ (I think the paranoid crossdressing voice managed to burn this one during his rampage)

2 Dimple cups and 3 Sweet pods  
More wierd plants

A marble marble  
A small chisel  
2 missmatching buttons  
An empty waterskin  
A toothpick  
A dagger

128 coins +5

Ah well at least we got a bit of armor out of that eh?  
Pfff, these bastards were poor as fuck, wouldnt even call 'em fit for battle! Look at that one- He got a bloody wooden sword eh!  
Yea...and most of the other stuff is copper...and bad quality at that.This stuff'll just slow Nerin down...  
Never loot armour off a dead guy! It's bad luck. If the armour didn't stop them from dying then why would it protect you?  
Try n get a hold of something lighter Nerin, like leather.  
Spoiler (click to show/hide)





Beautiful!...the blood kinda ruin the picture though...  
When was the last time you got some sleep?  
I don't...

-Anyone there!?  
\*Suddently someone pops their head over the counter\*  
[Spoiler](#) (click to show/hide)



-Oy, I it aint the lord of the glitterin' caves 'imself!  
-Where did the rest of you go?  
-Ah ye kno'- we sensible people took our leave once the the fightin' started. Got m'self bit of an escaperoute down-ere', a tunnel one mightve' called it afta' a few stron' ones.  
-Aye, as crazy as ever I see. Wonder how come your still standin' til this day  
-This cunt over 'ere is covered in blud'.

What a bastard! Nerin don't just stand there and take it!  
Wh...what?  
-Perhaps a man with a sheathed sword should also sheathe his tounge?  
For fuck sake stop getting me into trouble!

-What 'yur sain' there mate?  
-Bwahahahahaha  
-Wait...is 'he callin' me a coward or sometin'? Ey you pickn a fight 'ith me ey?  
-Ahh calm ya'self, don't ya think we've had 'nuff fightin' for today?  
-Pfff, if tis' reck o' a dorf is takin' the piss' aut-o-me gain' I swear on my mom's tits I'll break 'is bloody legs o sometin'!

Wtf is he even saying?  
Not too sure Nerin...I lost tracks when he started talking about tits.  
Sigh...

-Wait...where did piper go? You know the guy who...stands around in the back...and...uhmm  
-Rerek? He went and met up with the other smugglers.  
-Wait he's also a smuggler!?....Wait they're smugglers!? I thought they were merchants!

Nerin...he did kind of hint towards that earlier..  
But...

-Bwahahahha, ya sure are gullible ey?  
-Then why is he here all the time...and not with the others?  
-I don't remember you being so nosy, well his bit o' a middleman one might say.  
-Oh...why were you guys fighting the smugglers?  
-Rememba when I told ya that Esmer was quick on the dagger? Well, not quick 'nuff! Bwahahahhaa...

Brewster clearly enjoyed his own joke but Esmer gave him a very disapproving look and he quickly collected himself.

-They're a rude bunch...even for thugs...  
-A bonch 'o bloody sykpops...physko....fyso... -psychopathes...yea that! Dey be lucky 'tis 'lil fight broke out cause I was ready to bring 'em a piec 'o ma mind!  
-I'm glad it's over and that they didn't really break anytin' in important! Nerin you get-one-on the house since you look like shit!  
-No fair!!!  
-Well, ya look like shit too but that's ya mum's fault! Bwahaahahaha, bring 'er over and she'd get one fo' free!Bwhahahaha Maybe she'd even get a bit o' Brewster 'imself, who knows! BWahahahha...

Sitting there with a cup of dark ale barely indistinguishable from dogpiss I began contemplating my options...  
A beer is always a beer but...I haven't had any proper sleep for Armok know's how long...and I'm all covered in blood...  
While the smugglers might be my ticket out of here they don't strike me as the most reliable crew...If I had any plans on traveling in the near future time spent here would be wasted time...  
But staying at Blackgate was getting progressively more dangerous...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **July 17, 2013, 07:23:29 pm**

Is that the lady we once had a night with I see there?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Golym** on **July 17, 2013, 07:48:46 pm**

Quote from: Aseaheru on July 17, 2013, 07:23:29 pm  
Is that the lady we once had a night with I see there?

Yes...

And now we must discuss our options, we should drink the ale, try to have a nice night with the "lady", clean our clothes and ourselves and take some rest.

After we rested we should think about what to do.

Because, do we truly need those smugglers? We can try to recruit people that we already know like the nurse, lady and a few more people that we met in this hellhole.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **July 17, 2013, 07:51:51 pm**

Seconding. But we also have to try to make tea.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 18, 2013, 04:48:19 am**

The piperdwarf is with the smugglers? The smugglers are with the mayor. Going with them will have us end up being robbed of the gauntlet, or forced into its use, so we shouldn't.

It's a bad idea to let sleep depravation accumulate, but sleeping in this fort could be dangerous. We should head to the markets first, and buy a bell. We can then sleep with our axe or dagger. We should drink the ale while we try to find out the specifics of the market. How is it run, what do(or rather, don't) they sell there, do we need to watch out for pickpockets, can we trade these guys' stuff for goods there without getting in trouble?

Edit:  
If we buy a hammer to go with our new chisel, we will be able to make a dent in asscrack's door. (We can't sleep in our own place, ghost problems.) We can then attatch the bell to a reuseable hook(We should get a rope to go with it. Maybe take it off the well?).

Edit2:  
We may want to cover the bell with some cloth while we carry it around, so the noise won't reveal our position all the time. We could use the handkerkief, **or** we could loot a sock or two off these people.

Edit3:  
If asscrack decides to enter through the ghost's room, we'd still be in trouble in this scenario. I suggest we buy a cloth bag of clay to fill the crack in the wall up, and some wool or something to fill the bag once we're done with it. Asscrack's bed is in a bad state, and we might not always have something soft to sleep on if we ever leave the fort.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 18, 2013, 07:55:41 am**

Quote from: xominxac on July 16, 2013, 05:51:39 pm  
What are our options, do what we were previously doing (which I managed to forget already), or follow the guy and his gang?

Options? Options!? Since when did we have fucking options!?  
Quote from: Golym on July 16, 2013, 09:11:59 pm

It is okay for to participate?

Of course! :D  
And wellcome to to bay12, where everyone is as insane as the next guy! Unless the next guy happens to be Afellodwarf...  
By the way did you read the earlier chapters or did you just jump into the middle of it all? The format might not be the easiest to follow at all times...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 18, 2013, 08:11:47 am**

Quote from: slowpokez on July 18, 2013, 07:55:41 am  
Quote from: xominxac on July 16, 2013, 05:51:39 pm  
What are our options, do what we were previously doing (which I managed to forget already), or follow the guy and his gang?  
Options? Options!? Since when did we have fucking options!?

Let's turn brightness all the way up, contrast all the way down, and make a comfy, misty haze of our vision.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Golym** on **July 18, 2013, 08:38:15 am**

Quote from: AfellowDwarf on July 18, 2013, 04:48:19 am  
The piperdwarf is with the smugglers? The smugglers are with the mayor. Going with them will have us end up being robbed of the gauntlet, or forced into its use, so we shouldn't.  
  
It's a bad idea to let sleep depravation accumulate, but sleeping in this fort could be dangerous. We should head to the markets first, and buy a bell. We can then sleep with our axe or dagger. We should drink the ale while we try to find out the specifics of the market. How is it run, what do(or rather, don't) they sell there, do we need to watch out for pickpockets, can we trade these guys' stuff for goods there without getting in trouble?  
  
Edit:  
If we buy a hammer to go with our new chisel, we will be able to make a dent in asscrack's door. (We can't sleep in our own place, ghost problems.) We can then attatch the bell to a reuseable hook(We should get a rope to go with it. Maybe take it off the well?).  
  
Edit2:  
We may want to cover the bell with some cloth while we carry it around, so the noise won't reveal our position all the time. We could use the handkerkief, **or** we could loot a sock or two off these people.  
  
Edit3:  
If asscrack decides to enter through the ghost's room, we'd still be in trouble in this scenario. I suggest we buy a cloth bag of clay to fill the crack in the wall up, and some wool or something to fill the bag once we're done with it. Asscrack's bed is in a bad state, and we might not always have something soft to sleep on if we ever leave the fort.

I was thinking that we should sleep in the ghost room because we would have someone to call us in case of a murder atempt against our beloved Nerin. We can also sleep in the house of the guy who hit us in the head. But we must try to stay hidden in the shadows, and we obviously can not forget about the *blondie* because there is the possibility of a nice night with her and she even could join us as I mentioned in another post.  
Did we tested the gauntlet? We should test it because even if it is dangerous for Nerin we can protect him like we did against the dwarf that we set on fire.

Quote from: slowpokez on July 18, 2013, 07:55:41 am  
Quote from: Golym on July 16, 2013, 09:11:59 pm  
It is okay for to participate?  
Of course! :D  
And wellcome to to bay12, where everyone is as insane as the next guy! Unless the next guy happens to be Afellodwarf...  
By the way did you read the earlier chapters or did you just jump into the middle of it all? The format might not be the easiest to follow at all times...

I read everything and that's why I am interested! :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **July 18, 2013, 11:34:47 am**

Test the gauntlet on the gost, then sleep in his room. Possibly fuck the nurse again.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 18, 2013, 12:33:29 pm**

Quote from: Golym on July 18, 2013, 08:38:15 am  
and we obviously can not forget about the *blondie* because there is the possibility of a nice night with her and she even could join us as I mentioned in another post.  
We intent to ***sleep***, though. Not just be in a bed.

Quote from: Golym on July 18, 2013, 08:38:15 am  
We can also sleep in the house of the guy who hit us in the head. But we must try to stay hidden in the shadows  
It'd work on the big guy, sure. He probably can't even tell us from a figurine. His wife will notice us, however. We'll need to kill her, wear her clothes and cook for the big guy, else he'll notice that there's no food on his plate. We should also tell him we have a headache, or he'll discover us for obvious reasons. We could also try to trick him into hitting us in the head again, though I'm not sure how.

Quote from: Golym on July 18, 2013, 08:38:15 am  
I was thinking that we should sleep in the ghost room because we would have someone to call us in case of a murder attempt against our beloved Nerin.  
We didn't keep our side to the bargain, though. Since the ghost can make noise, at least, he might choose to keep us awake. Heck, if the authorities enter, he might use our life as a bargaining chip to get his revenge.

Quote from: Golym on July 18, 2013, 08:38:15 am  
We should test it because even if it is dangerous for Nerin we can protect him like we did against the dwarf that we set on fire.  
We'd be doing the same thing twice. (That is, if we wouldn't put ourselves in a less escapeable position by putting it on.) If you kick a man in the crotch for the first time, he'll usually fall over in pain. If you do same thing a week later, chances are you'll find out he bought a torque.

Quote from: Tirion on July 18, 2013, 11:34:47 am  
Test the gauntlet on the gost, then sleep in his room.  
Hey now, let's not try to destroy incorpeorals. That's just too cruel.

Quote from: Tirion on July 18, 2013, 11:34:47 am  
Possibly fuck the nurse again.  
Visit the doctor's place without injury? Can't see that going wrong.

Edit:  
Maybe if we buy a casket, put it in a quiet place(Like the viewpoint near the well), then sleep in that? People don't look in caskets often.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Golym** on **July 18, 2013, 01:04:22 pm**

Quote from: AfellowDwarf on July 18, 2013, 12:33:29 pm  
Quote from: Golym on July 18, 2013, 08:38:15 am  
and we obviously can not forget about the *blondie* because there is the possibility of a nice night with her and she even could join us as I mentioned in another post.  
We intent to ***sleep***, though. Not just be in a bed.

But if we are getting out of the town we could go in style! And sleeping after getting laid will be good for us.  
Spoiler (click to show/hide)  
And she can be used as a shield meat.

Quote from: AfellowDwarf on July 18, 2013, 12:33:29 pm  
Quote from: Golym on July 18, 2013, 08:38:15 am  
We can also sleep in the house of the guy who hit us in the head. But we must try to stay hidden in the shadows  
It'd work on the big guy, sure. He probably can't even tell us from a figurine. His wife will notice us, however. We'll need to kill her, wear her clothes and cook for the big guy, else he'll notice that there's no food on his plate. We should also tell him we have a headache, or he'll discover us for obvious reasons. We could also try to trick him into hitting us in the head again, though I'm not sure how.

THERE IS NO NEED TO KILL HER! >:(  
We can explain to them about the ghost in our bedroom and ask for shelter only for that night.  
Spoiler (click to show/hide)  
We may poison both, but only after we rested!Or we could use the gauntlet on them and eat their souls. Eating a soul is worse and more badass then murdering.

Quote from: AfellowDwarf on July 18, 2013, 12:33:29 pm  
Quote from: Golym on July 18, 2013, 08:38:15 am  
I was thinking that we should sleep in the ghost room because we would have someone to call us in case of a murder atempt against our beloved Nerin.  
We didn't keep our side to the bargain, though. Since the ghost can make noise, at least, he might choose to keep us awake. Heck, if the authorities enter, he might use our life as a bargaining chip to get his revenge.

If he tries to keep us awake we use the god damn gauntlet on him!

Quote from: AfellowDwarf on July 18, 2013, 12:33:29 pm  
Quote from: Golym on July 18, 2013, 08:38:15 am  
We should test it because even if it is dangerous for Nerin we can protect him like we did against the dwarf that we set on fire.  
We'd be doing the same thing twice. (That is, if we wouldn't put ourselves in a less escapeable position by putting it on.) If you kick a man in the crotch for the first time, he'll usually fall over in pain. If you do same thing a week later, chances are you'll find out he bought a torque.

But we do not know how it work! We are using it now, not being affected by it! We could all the militia in the town!  
HECK! WE COULD EAT ALL THE SOULS IN THE TOWN!

Edit: But we would spare the bartender because he is ok. Or we could simply eat him so no one will know about what happened.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 18, 2013, 02:17:44 pm**

Quote from: Golym on July 18, 2013, 01:04:22 pm  
But if we are getting out of the town we could go in style! And sleeping after getting laid will be good for us.  
Spoiler (click to show/hide)  
And she can be used as a shield meat.

If we'd avoid someone sneaking up on us while we sleep using a method that involves us not sleeping, we'd be ignoring why we wanted to sleep in the first place.

Quote from: Golym on July 18, 2013, 01:04:22 pm  
We can explain to them about the ghost in our bedroom and ask for shelter only for that night.  
Spoiler (click to show/hide)  
We may poison both, but only after we rested!Or we could use the gauntlet on them and eat their souls. Eating a soul is worse and more badass then murdering.



Where do you suppose we'd get poison? Why kill them if they already gave us a place to sleep? I'm sure they'll gladly let the mad wannabe noble fleeing from the warden stay at their place and eat from their pots a little longer, too.

Quote from: Golym on July 18, 2013, 01:04:22 pm

Edit: But we would spare the bartender because he is ok. Or we could simply eat him so no one will know about what happened.

We are to adopt Brewster as our son, or vice-versa under less desiraeable circumstaces. If we're trying to kill one-another, we're on the wrong track.

Edit:

Quote from: Golym on July 18, 2013, 01:04:22 pm

But we do not know how it work! We are using it now, not being affected by it!

We don't know what the mushrooms we've gathered do, either. That doesn't mean we should ingest them. You're also going by a very liberal definition of 'using', there. By that logic, we are also using a marble, a waterskin and a fishing rod.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Golym on July 18, 2013, 03:51:04 pm**

Quote from: AfellowDwarf on July 18, 2013, 02:17:44 pm

Quote from: Golym on July 18, 2013, 01:04:22 pm

But if we are getting out of the town we could go in style! And sleeping after getting laid will be good for us.  
[Spoiler](#) (click to show/hide)  
And she can be used as a shield meat.

If we'd avoid someone sneaking up on us while we sleep using a method that involves us not sleeping, we'd be ignoring why we wanted to sleep in the first place.

How much time it would take to have sex? But I agree it was a silly idea and does not fit in what is happening.

[Spoiler](#) (click to show/hide)

He drew so well that I wanted more sex scenes 😊

Quote from: AfellowDwarf on July 18, 2013, 02:17:44 pm

Quote from: Golym on July 18, 2013, 01:04:22 pm

We can explain to them about the ghost in our bedroom and ask for shelter only for that night.  
[Spoiler](#) (click to show/hide)  
We may poison both, but only after we rested!Or we could use the gauntlet on them and eat their souls. Eating a soul is worse and more badass then murdering.  
Where do you suppose we'd get poison? Why kill them if they already gave us a place to sleep? I'm sure they'll gladly let the mad wannabe noble fleeing from the warden stay at their place and eat from their pots a little longer, too.

How do we know that they know about us fleeing? I'm trying to figure out a place for us to rest.

Quote from: AfellowDwarf on July 18, 2013, 02:17:44 pm

Quote from: Golym on July 18, 2013, 01:04:22 pm

Edit: But we would spare the bartender because he is ok. Or we could simply eat him so no one will know about what happened.  
We are to adopt Brewster as our son, or vice-versa under less desiraeable circumstaces. If we're trying to kill one-another, we're on the wrong track.

I was only suggesting to kill him in case we murdered the whole town.

Quote from: AfellowDwarf on July 18, 2013, 02:17:44 pm

Edit:  
Quote from: Golym on July 18, 2013, 01:04:22 pm  
But we do not know how it work! We are using it now, not being affected by it!  
We don't know what the mushrooms we've gathered do, either. That doesn't mean we should ingest them. You're also going by a very liberal definition of 'using', there. By that logic, we are also using a marble, a waterskin and a fishing rod.

What I meant is that the last time we saw the power of the gauntlet he was being used against us, now we would be using it to find out how it works.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf on July 18, 2013, 04:54:09 pm**

Quote from: Golym on July 18, 2013, 03:51:04 pm

Quote from: AfellowDwarf on July 18, 2013, 02:17:44 pm

If we'd avoid someone sneaking up on us while we sleep using a method that involves us not sleeping, we'd be ignoring why we wanted to sleep in the first place.  
But I agree it was a silly idea and does not fit in what is happening.

Now now, that's the wrong kind of attitude.

The idea might actually work; we'd already be in a bed, we just need to get her to sleep. I suggest getting her drunk to the point where she can barely stand on her own legs.

Quote from: Golym on July 18, 2013, 03:51:04 pm

Quote from: AfellowDwarf on July 18, 2013, 02:17:44 pm

Where do you suppose we'd get poison? Why kill them if they already gave us a place to sleep? I'm sure they'll gladly let the mad wannabe noble fleeing from the warden stay at their place and eat from their pots a little longer, too.  
How do we know that they know about us fleeing? I'm trying to figure out a place for us to rest.

Clearly, we'd get a place to sleep if we became a noble, or were forced into slavery. They'll know we're still on the run, and I doubt they'll stick their neck out against the warden, given his ruthlessness. We'd need an excuse to be either slave or noble and still look for a room, and give them reason to let us stay.

Quote from: Golym on July 18, 2013, 03:51:04 pm

What I meant is that the last time we saw the power of the gauntlet he was being used against us, now we would be using it to find out how it works.

Which might put Nerin's mind in a far more dangerous position then before. The gauntlet clearly has a mind of its own, it demonstrated that when it talked to us while we were unconcious. It might get some power over Nerin.

Edit:

As for how the gauntlet works, it can do a couple of things. First off, the gauntlet will protect the arm it covers, being practically indestructible. Secondly, the gauntlet will drain the life of at least a wounded man if you use it to strangle them. Do we really need to know more then that so badly that we should take any disadvantages that come with putting it on to the face, just so we can find out?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez on July 18, 2013, 05:30:25 pm**

@Afellodorf  
Man that's some intense deduction, I can't tell if you're simply being paranoid or trying to become the next Tevish Szat :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf on July 18, 2013, 06:56:14 pm**

Quote from: slowpokez on July 18, 2013, 05:30:25 pm

@Afellodorf  
Man that's some intense deduction, I can't tell if you're simply being paranoid or trying to become the next Tevish Szat :P

I can, usually, deduce stuff pretty well. However, it's more fun to be oblivious(or overly carefull) most of the time.

Edit: If we can't get past this stalement, I guess I could move my vote to the haunted room - marketplace option.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 26, 2013, 11:58:11 am**

...sitting there with a cup of dark ale barely indistinguishable from dogpiss I began contemplating my options...  
A beer is always a beer but...I haven't had any proper sleep for Armok know's how long...and I'm all covered in blood...  
While the smugglers might be my ticket out of here they don't strike me as the most reliable crew...If I had any plans on traveling in the near future time spent here would be wasted time...  
But staying at Blackgate was getting progressively more dangerous...  
I'm awoken from my thoughts when Brewster suddently requests a retelling of his deeds as a wrestler of wild animals since Ray seemed content on denying the truthfullness in such tales.  
After a bit of confusion I manage to produce a story similar to that of Onil rather then the one Brewster himself told. Doesn't appear to matter as Brewster fills in the details himself making the pig seem more like a rageinfused bear rather than unprocessed bacon.

...turning to the voices for advice I'm simply met by a fierce quarrel about whether I should get some sleep and do something productive or attempting to get into the Esmar's pants. No conclusion is really met so I decide that perhaps time would be the solution, especially since that time had a high likelyhood of involving beer. Several things are mentioned by the voices that I find wise to consider such as Esmar's change of personality when presented with alcohol and Ray's rather poor attitude towards me.  
Ordering up countless drinks to the table ended up being very costly but also surprisingly effective at solving both problems.

[Spoiler](#) (click to show/hide)



Brewster is off somewhere cleaning up the mess and even though Ray keeps his attitude he embraced the oppertunity of getting free drinks to such an extent that he no longer can express any sort of hostility recognizable by neither man nor dwarf.  
Meanwhile Esmar loosens up quite quickly and drops her fairly unapproachable mentality, still the voices keeps encouraging a steady flow of refills for the party.

As the evening heads towards the later hours me and Esmar manage to stumble towards her place, leaving Ray confused but he doesn't manage to do much in the way of speaking beyond a long gurgeling sound.

[Spoiler](#) (click to show/hide)



The pace of the fortress slows down to a crawl and not noone take notice to my bloody clothes as the illumination is greatly reduced during the nightly hours. Upon reaching our destination Esmar fumbles with the key for quite some time but get the door open. The alcohol renders words useless, finding no need for such insignificant matters I invite myself in. One silent invitation followed by another...

[Spoiler](#) (click to show/hide)





I've probably missed my shot with the smugglers by now...but I guess you could say I had my mind set on other activities...  
[Spoiler](#) (click to show/hide)





\*After an unspecified amount of time Nerin actually manage to find some sleep\*

Much of the previous night is lost in a drunken haze but what isn't tells me last night went pretty well...  
Guess I'll take a quick walk to get rid of the worst hangover..  
-Huh...what are you doing here?  
-I....live here...  
[Spoiler](#) (click to show/hide)



-Oh...yea...uhmm....

I hurry off to find something to cover myself with as Lora heads over to Esmar....

-What is he doing here...again?  
-uhmmm (clearly not awake)  
-Esmar?  
-yes?  
-Why did you...bring that guy...again?  
-Urrghh...I was drunk...  
-Yea I kind of g...

After scurrying around the place picking up my stuff for a while they incline that a quick departure might be in my best interest.  
[Spoiler](#) (click to show/hide)



Apart from the abrupt ending to my visit I was fairly content with the situation as a whole, even somewhat relieved to have missed the smugglers departure. I got dressed quickly as even though luckily the streetcorner was somewhat unpopulated at the moment I felt somewhat exposed. My humble attire no longer resembled that of a brutal murderer but was still filthy even by dwarven standards. After having it suggested to me by my perennial audience I travel in the general direction of the marketplace. The trip goes smoothly except for a brief encounter with some guards, however they didn't seem to take much notice to me. I guess for all the stupid shit I've gotten into not that many know my face...

[Spoiler](#) (click to show/hide)



Being from a smaller country outpost I'm instantly astonished by the marketplace which to me appeared to be bursting full with people, the voices quickly correct me and explain that a marketplace generally doesnt get any calmer than this. I fail to imagine the place in a more hectic state since the shear size of it all gets hard to grasp. I quickly look over my funds and tries to make up my mind over how to spend them, somewhere just below one hundred coins remains after the previous night.

Quote from: AfellowDwarf on July 18, 2013, 06:56:14 pm

Edit: If we can't get past this stalement, I guess I could move my vote to the haunted room - marketplace option.

Guess I'm back to quoting myself again...

Quote from: slowpokez on January 23, 2013, 06:58:48 pm

If there are more then one suggestion I'll make an effort to try and combine them. :)

What are your thoughts on what to buy, what to sell and attitude towards haggling?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **July 26, 2013, 12:06:27 pm**

Ha!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 26, 2013, 12:17:24 pm**

Quote from: Aseaheru on July 26, 2013, 12:06:27 pm

Ha!

Constructive criticism at its best.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **July 26, 2013, 12:42:18 pm**

Score! ;D Keep up the good work!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 26, 2013, 12:53:19 pm**

We should've brought the other dwarf along as well, and let him in on the fun.

Quote from: slowpokez on July 26, 2013, 11:58:11 am

Quote from: AfellowDwarf on July 18, 2013, 06:56:14 pm

Edit: If we can't get past this stalement, I guess I could move my vote to the haunted room - marketplace option.

Guess I'm back to quoting myself again...

Quote from: slowpokez on January 23, 2013, 06:58:48 pm

If there are more then one suggestion I'll make an effort to try and combine them. :)

Of course, that is one way past a stalement. I was just putting it up in case you put a lot of weight on the haunted room part, or if a second person was to vote for testing the gauntlet.

Anyway, things to consider buying:

- Books: The gray king(insane period), herbalism.
- Something sticky. It just needs to be sticky, but don't tell the seller that. Pick something of poor quality(maybe something that isn't supposed to be sticky), then drive the price down by mentioning all the things that are wrong with it. Avoid buying jizz.
- Bone shield, cheap.
- A hook, rope and a hammer. Again, buy it cheap.

Edit:

- Cheap meat, probably best if it's bloody. Check if our tiny black friends are still alive before buying.
- Book: Animal training for dummies, if we can't figure it out for ourselves.

Edit2:

- Old sock, practically a rag.\* Perhaps offer to take it off the hands of the rope-selling merchant during negotiations?



We're not buying anything to admire the crafts dwarfship, but make sure things don't fall apart.  
Don't buy anything from anyone that looks intimidating. Or, if we already have bought the rope, use it to 'holster' our weapons before doing so.  
Don't hang around guards for too long.

\*We can smoke this in a corner of the marketplace where people won't notice, if we find one. Then, after taking a few good puffs, we can dump it in an unattended stall to ruin some poor dwarf's livelihood.

Edit3: We should mention something miscellaneous we'd supposedly want to know when buying the books.(stages of plant growth, the king's beard grooming habits) If it's not in there, use it to drive the price down.

Edit4: We can approach some stall we don't plan on visiting(perhaps a wax crafts salesman) and ask in poor dwarfish. "You are salesman, yes? You sell things for money." If he confirms this, we can tell him he's greedy and that we'll shop elsewhere.(And if we ever get called out for this, we can deny it in normal dwarfish.)

Edit6: If we light a stall on fire, we might be able to use the distraction to steal something mid-valuable.(Something too valuable, and they might notice it early and start a search.)

Edit7: The woman with the baby seems miserable. Maybe we should talk to her?

Edit8: I didn't notice the mushroom tree here before. He'll be useful to the elves.

Edit5: Anyone else got a suggestion?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **July 27, 2013, 05:09:46 pm**

Maybe we could ask merchants where we can buy artefacts? and maybe we could also find a whore-shop! :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 27, 2013, 07:06:01 pm**

Quote from: Kaos on July 27, 2013, 05:09:46 pm  
And maybe we could also find a whore-shop! :D  
Hmm, there is a man in a purple coat in the corner. Maybe we've found ourselves a pimp?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **July 27, 2013, 07:37:25 pm**

Quote from: AfellowDwarf on July 27, 2013, 07:06:01 pm  
Quote from: Kaos on July 27, 2013, 05:09:46 pm  
And maybe we could also find a whore-shop! :D  
Hmm, there is a man in a purple coat in the corner. Maybe we've found ourselves a pimp?

LOL! in the middle there's one with a purple jacket and yellow shoes! is that a feather hat I see on his head? Let's ask around for someone named "apimpnamedslickbag"  
Spoiler (click to show/hide)



Urist McAPimpNamedSlickBag!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **July 27, 2013, 08:38:15 pm**

I like the image.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 28, 2013, 05:00:10 am**

If prostitution turns out to be illegal, we can always claim that we merely ment to insult the guy's choice in clothing.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **July 28, 2013, 05:14:25 am**

Quote from: Kaos on July 27, 2013, 05:09:46 pm  
Maybe we could ask merchants where we can buy artefacts? and maybe we could also find a whore-shop! :D

I'd say we get enough sexy time as it is, without paying for it. Well, unless they can provide entertainment we wouldn't get for free... like threesomes.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **July 28, 2013, 02:21:45 pm**

I'm glad we didn't go with the smugglers since I'm sure we won't be finding girls on the road like we're doing right now, if you ask me we should buy some supplies and probably a mule to ride on for later when we're leaving the fortress.  
it also might be a good idea to pay for (this is probably a stupid suggestion but its still possible) a fake ID and join the guards for some free combat training.... never mind, I've just had a flashback of the combat scene where the guards had their asses kicked... after buying the supplies and the mule we should get to the trading post and look for a caravan that has just arrived and pay the mercenaries to train us in the ways of the sword.

any thoughts?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 28, 2013, 05:24:00 pm**

@ Lt\_Alfred  
There are guards and there are guards, the warden's group of drafted migrants is a long shot from the people you saw at the Mayor's place...  
[Spoiler](#) (click to show/hide)



@ Kaos  
Gotta say you've got a good eye for finding pimps...I can't imagine how one would pick up such a skill...

@ AFD  
Stacking edit's like that is good to a certain extent but once I've read your post chances are I won't come back and read it again :-\

Also I'm going to be traveling over the next week so don't expect too much for a couple of days, i was kinda tempted to let someone do a guest-contribution again but considering how it ended last time I think we'd all prefer to wait. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 28, 2013, 05:27:38 pm**

Quote from: slowpokez on July 28, 2013, 05:24:00 pm  
@ AFD  
Stacking edit's like that is good to a certain extent but once I've read your post chances are I won't come back and read it again :-\

I'll admit, I overindulged a little due to not having a lot to do.

Quote from: Tirion on July 28, 2013, 05:14:25 am  
I'd say we get enough sexy time as it is, without paying for it.

We can get more sexy time then we do now, but get paid for it! How does that sound?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **July 29, 2013, 06:02:31 am**

Quote from: AfellowDwarf on July 28, 2013, 05:27:38 pm  
Quote from: Tirion on July 28, 2013, 05:14:25 am  
I'd say we get enough sexy time as it is, without paying for it.  
We can get more sexy time then we do now, but get paid for it! How does that sound?

There is always a catch. Those who get it for free seldom pay for it. Those who don't get it for free are this way for a reason. Not being able to choose who we sleep with can be... problematic.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 29, 2013, 06:49:00 am**

Quote from: Tirion on July 29, 2013, 06:02:31 am

Not being able to choose who we sleep with c n be... problematic.

So long as he stops us from getting diseases(either by prevention or by paying the doctor bills), and has measures against violent costumers, I don't see the problem with someone else doing the choosing.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **Lt\_Alfred** on **July 30, 2013, 10:03:20 am**

What's up with you wanting to sell sex all of a sudden? weren't we leaving the fortress a minute ago because it's too dangerous for us? If I'm not mistaken we do have an armor that we stole from a dead guard right? does that mean we also have a sword? if so we should do as I said before and buy some supplies for the trip and a pack mule for us to ride on, then we should clean up our cloak because its soaked in blood right now and then find us a map of the world, then get to the bar and ask around if anyone knew where did the smugglers go so we can follow them, we'll be able to reach them since they're traveling with a lot of merchandise and it will surely slow them down.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **AfellowDwarf** on **July 30, 2013, 10:53:16 am**

Quote from: Lt\_Alfred on July 30, 2013, 10:03:20 am

What's up with you wanting to sell sex all of a sudden? weren't we leaving the fortress a minute ago because it's too dangerous for us?

Leaving the fort undersupplied would be dangerous as well, and money buys supplies. Otherwise, getting good relations with the pimp will be usefull for future plans, and telling Nerin to be a prostitute would be amusing.

Quote from: Lt\_Alfred on July 30, 2013, 10:03:20 am

If I'm not mistaken we do have an armor that we stole from a dead guard right? does that mean we also have a sword?

We've got an axe off Teneborsus, and a dagger from the guards. A sword probably isn't neccerairy, and I doubt we will be able to buy a good one with our current funds.

Quote from: Lt\_Alfred on July 30, 2013, 10:03:20 am

If so we should do as I said before and buy some supplies for the trip and a pack mule for us to ride on.

Let's say Nerin somehow becomes so good at bartering, all of a sudden, that he'll be able to purchase things at buy-in price. We'd still have about half the gold we need.(We could try to buy a muliated mule at discount, if one's for sale. But we'd probably have to buy him some wheels, driving up the cost.) If we learn a little animal training, on the other hand, we could get an animal for free once we're outside.

Quote from: Lt\_Alfred on July 30, 2013, 10:03:20 am

Then get to the bar and ask around if anyone knew where did the smugglers go so we can follow them, we'll be able to reach them since they're traveling with a lot of merchandise and it will surely slow them down.

Why go to the smugglers? I doubt they'll get along with the elf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **slowpokez** on **July 30, 2013, 05:18:17 pm**

All right, I'll be gone for a while so I'll just leave this poll up to kind of like...get a feel for how you'd like to proceed from here on. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **AfellowDwarf** on **July 31, 2013, 04:05:22 am**

Dear amok, that's one tough poll.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**

Post by: **slowpokez** on **August 13, 2013, 03:43:53 pm**

As I walk throughout the field of different shops still mesmerized by their quantity I manage to catch a glimpse of a guard on patrol.  
[Spoiler](#) (click to show/hide)



I manage to duck away without raising too much suspicion, thanking whatever dieties might hear me that I saw him and not the other way around.

From there on I go through a list of supplies I could need, or rather key components of the voices strange schemes. First off the paranoid crossdressing one needed a couple books, even though I might not be very familiar with books I certainly don't think they'll be particularly cheap. However it seemed quite sure in its ability to get a hold of them at a reasonable price. Not before long I spot a dimly lit

shop filled with old books and layers of dust, the shopkeeper's a female dwarf wearing a pair of glasses. It's not the first time I've seen someone wearing glasses but I still haven't really figured out their purpose.  
[Spoiler](#) (click to show/hide)



Feeling a bit uncomfortable around all these strange bookrelated products I decided to trust in the paranoid one's confidence and allow him to do the talking. They got caught in a long drawn out conversation going through heaps of books and discussing prices. The shopkeeper seemed a bit frightened by the paranoid one's strange ways, and even though she had appeared quite confident when we arrived she was now stuttering and sweating profusely. Suddenly without a warning the paranoid voice goes on a rampage spewing hostilities at her shop and her panoply of books, people around us turn their heads but the it manages to put on such a convincing act that they can't really judge the situation. A few moments ago the shopkeeper had felt a bit uneasy but now she was straight up panicking, trying to muster up some words but failing to do so. In the end she just breaks down crying and even though I would like to stop the situation from escalating any further I feel as if the damage has already been done. In the end it manages to talk the crying woman into giving him a set of books for free but even after achieving what I presume was it's goal the paranoid crossdressing one still manages to threaten her again as I walk off. I have some mixed feelings to what just happned, on one hand I got the books for free on the other I just witnessed one of the voices demolish someones psyche.

Next up on the list is apperantly a boneshield, I can't see the reasoning behind it however I generally don't when it comes to the voices. I look around for a while but neither the armory nor the weaponry had anything of the sort. In the end there's a one-eyed butcher who gives me directions to a guy who lives near the refusepile, however he advices me not to go there unless I'm desperate. It turns out that the butcher is a generally nice guy and he even gives me a hunk of rotten meat for free.

The hook and hammer was hard to get a hold of at a decent price however after a drawnout session of haggeling I get a hold of a clothrope, the merchant is clearly upset with the price you got it at and when you ask him to throw in a sock for free he snaps and chases me across the the market equipped with a cookingpot.

The list is just getting wierder and wierder..."something sticky"...well I try to ask around but people just give me really strange looks, in the end the waxcrafter gives me a clump of wax out of pity.

At this point I feel a bit worn down so I grab some cavewheatbread with goose-liver from one of the stands, while I'm eating the voices spots out some people in the crowd. As soon as I'm done the paranoid one proposes that I approach a sadlooking woman carrying a child. As I talk to her I try to find out what's wrong but she's every elusive and I can't really get to the point, in the end I'm still content as that was perhaps the first coversation of the day where I didn't humiliate myself in front of a crowd. It's the same thing when I try to ask for artifacts, can't really get to the point. I wouldn't say that people didn't know anything about it but rather that they didn't have time to waste on me.

Some of the voices who generally just mutter things about whores and the like of suddently spring to action as a tall(dwarven standards) figure in a bright robe glides by. I'm trying to catch up with the situation as the they are apperantly discussing prices, can't really tell what they are talking about but they are for some reason trying to haggle the price in the same direction. Obviously the situation collapses a few minutes later as the pimp realises that you are not attempting to buy but rather sell. He pulls back his hand preparing to crush my face with a divine slap but starts to laugh uncontrollably giving me an oppertunity to scurry away through the crowd as his stuttering chuckle faints away.

[Spoiler](#) (click to show/hide)





One of the voices expresses it's discontent towards the latest operation and suggests the acquiring of a mule. After a swift inspections of the local establishments where one might perhaps purchase such a beast I came to the conclusion that we could not afford it. However meanwhile the whole "inspection" is underway I spot I peculiar fellow in at a street corner, sort of like tucked in between a darkened wall which connects to a grand gate and the side of one of the less prestigious shopkeepers stand. Filthy, famished and febrile he resembled an outcast more then a trader even though he made it clear to the rest of the world that was not the case with a poorly made sign hanging over his head. As we made eye-contact he broke out into a wide smile revealing several missing teeth, I didn't take much notice to it but his warmth had already melted the heart of my one of my companions. Somehow a bond had been formed between him and the paranoid one, I started coughing in disgust as it's intentions became clear. I managed to brace myself and approached the salesman while supressing the voice with all my might. While most other dwarves we'd met that day had clanced at out hunk of rotten meat with disbelief this guy widened his eyes and looked upon it with a certain desire. The animals he had in stock were in the same state as him, uncleaned and sick. One of the donkyes appeared to have been chewed upon and most of the chickens were'nt even moving. But sadly even under these conditions I were'nt able to aquire a mule, however after a bit of pleading from the poor dwarf I decide to take one of the more reasonably looking goats off his hands. Considering all the havoc I've caused to see him being able to feed his family's a good thing, on the other hand this goat won't handle more then 1-2 hours of riding without a deadly outcome.

In the end I manage to dodge the guard again and I settle down in a quiet corner and light my last sock, I still question this continuous but at this point it feels like bit of a tradition.  
[Spoiler](#) (click to show/hide)







A clump of wax  
3 books  
Rotten meat+ lice  
15 urists of clothrope  
A dirty goat with a mild cough.  
34 coins  
3.About the whole "roleplaying part" with the voices you could pm me if you want a colour or if you'd like pick a few years of history.  
4. Even though I put up a poll you can still come with more suggestions :D cause the ones we have right now are pretty shit ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 14, 2013, 12:48:15 pm**

Hmm.. To rid ourselves of our excess stuff, we could feed the goat our ratweed, and sell the marble sometime. I guess we can drop the toothpick in someone's drink if we get the chance. It's like spiking someone's drink, but instead they choke on a toothpick.

We could also read the books up the ghost-free stairs near the well.

Another thing, we may want to check if we have a billy-or nanny goat.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **August 14, 2013, 08:53:52 pm**

We can make the goat carry everything. There's no need to drop anything.  
We should go back to talk to the book store shopkeeper. Tell her the books don't work, they are just filled with squiggly lines, not pictures of women. Get a refund. Or maybe fix them by drawing pictures of women.

We should find some sunglasses.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 15, 2013, 05:25:08 am**

Quote from: NAV on August 14, 2013, 08:53:52 pm  
We should go back to talk to the book store shopkeeper. Tell her the books don't work, they are just filled with squiggly lines, not pictures of women. Get a refund. Or maybe fix them by drawing pictures of women.

I don't think she's about to pay us for returning books we didn't pay for, even if we make her cry again.

Edit:  
Also, I think the issue with our bag is not so much that it's heavy, but more that the list is getting unwieldily long.

Edit2:  
So, how do we plan to go about salvaging our relationship with the booklady, if that wins?

Threaten a couple of meek dwarfes into spending their hard earned livelihood on books they'll never need, having to say we reccomended them?

Just pull down our pants once we're near, being fully aware that incident exposure is not among the worst outcomes here?

Rummage about untill someone with a weapon comes near the stall, then shout "Watch out! He has a weapon!" before beating the living shit out of them? We'd claim they wanted to murder the booklady afterwards.

Set her store alight, then rescue her from the flames?

Arrange for an accident that injures her, then bring her to the doctor?

Edit3:  
Maybe we should just approach her and see what happens? Nerin is quite a smooth talker, after all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **August 18, 2013, 04:13:37 pm**

Offer her our most sincere apology. Beg her to give us a chance to prove we aren't the assholes we appeared to be when we first met. Ask her on a date, where we let her talk about her work and associated knowledge- she might know about some historical artifacts in the fortress and the outside world. Maybe take a walk to some obscure but interesting place she recommends, I bet there are old memorial halls with interesting engravings on their walls and floors. A few sips of wine/beer/booze would loosen her lips, and I bet she's the nerdy type who would really appreciate an audience. A few more sips of booze would land us in her bed, either figuratively or literally - we could ravish her on a table, for all I care.

Hope that she's not like that redhead librarian chick from Tomcats  
Spoiler (click to show/hide)  
http://www.youtube.com/watch?v=ZWIPkUFJNJ0&oref=http%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3DZWIPkUFJNJ0&has\_verified=1  
, though if she is... OW OW OW OW OW ow ow... HEY! ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 18, 2013, 06:15:43 pm**

We should not return the books if she asks, though. That'd be a waste.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **August 21, 2013, 05:30:25 pm**

Quote from: slowpokez on August 13, 2013, 03:43:53 pm  
Also is it Tirion or Kaos who keeps wanting to kill people all the time? I've forgot :P

Neither, it's AfellowDwarf the one suggesting kiling people and same-sex geriatric orgies.

Quote from: slowpokez on August 14, 2013, 11:01:47 am  
2. Nerin is carrying a lot of shit, think ya'll gotta drop some stuff at this point.  
-Bag-

see if we can trade all the rotten stuff for something useful like bones, failing that use it to feed the goat, goats do eat all kind of crap after all.

We should get rid of the bloody handkerchief, I don't think is a good idea to get caught with that, it looks incriminating, maybe wash it if there's a well around, or smoke it in the pipe.

Is the "unlabelled bottle" empty? if it has something in we should try to identify what is it either by checking on the books or asking a knowledgeable merchant.  
The same with the weird plants and see what profit we can get from processing them. Maybe one of the plants can cure our goat's cough?

We should go to the still and have our ratweed brewed into sewer brew, the sweet pods processed into dwarven syrup (or whatever is more expensive) at a farmer's and ,ilk the goat and make cheese, and have the dimple cups milled into dimple dye, then have a cook make a roast with the booze, cheese and syrup.

Buy some thread have a dyer use the dye on it, have the dyed thread made into cloth and have a clothier use the cloth and the buttons to make clothing or sew a valuable image on the cloth items we are not using, the idea is to turn a bunch of crap into valuable end products and sell them. We could pay for the services with coins or a cut on the produce.

Have a craftdwarf turn the wax into something valuable/useful

We could even fill our small containers (bottle and waterskin) with some of the booze we produce.

About the books, after we use them to find info we need or learn a skill from them or identify the weird plants/untagged bottle, we could smooth talk the pimp into buying them for a lot of money, pimps aren't very smart and have plenty of easily earned money they don't mind spending stupidly, then we could return to the hot librarian girl and split our earnings in the books explaining that all was a plan to help her out in selling those old dusty books, then we score! :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 22, 2013, 07:41:39 am**

Quote from: Kaos on August 21, 2013, 05:30:25 pm  
Quote from: slowpokez on August 13, 2013, 03:43:53 pm  
Also is it Tirion or Kaos who keeps wanting to kill people all the time? I've forgot :P  
Neither, it's AfellowDwarf the one suggesting kiling people and same-sex geriatric orgies.

I never suggest draining someone's life with a glorified oven mitten. I have class.

Quote from: Kaos on August 21, 2013, 05:30:25 pm  
We should get rid of the bloody handkerchief, I don't think is a good idea to get caught with that, it looks incriminating, maybe wash it if there's a well around, or smoke it in the pipe.

We have wounds on our body, we can blame the hankerchief's contamination on that. Besides, we had best avoid wells considering how we got that handkerkief.

Quote from: Kaos on August 21, 2013, 05:30:25 pm  
milk the goat and make cheese

We really need to check our goat's gender before attempting that. As for the other suggestions of processing, where are we going to sell our miscelania? You also have to wonder if the various craftsdwarfs will create singulair items for cheap. They have monopolies by order of the warden, therefore no shortage of work and more important things to do.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **August 22, 2013, 10:30:53 am**

Well...now there's a tie again :C Whoever voted on the fckn goat gets to pick a side.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **August 22, 2013, 10:44:18 am**

I just voted for the first time, so happy updating!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 22, 2013, 10:54:03 am**

Looks like I needn't change my vote after all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **August 22, 2013, 01:21:43 pm**

Well I haven't voted yet... hahahahaha MWAHAHAHA

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 22, 2013, 01:40:01 pm**

Well, in case of a tie, my goat vote will default to reading the books.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **August 22, 2013, 04:28:32 pm**

Quote from: qman8181 on August 22, 2013, 01:21:43 pm  
Well I haven't voted yet... hahahahaha MWAHAHAHA

Looks like it's nubile, geeky bookstone girl time! ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 22, 2013, 07:22:08 pm**

Quote from: Tirion on August 22, 2013, 04:28:32 pm  
Looks like it's nubile, geeky bookstone girl time! ;D  
So, what do we do when she calls the guards?

...!

Sneaky bastard..

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **August 23, 2013, 10:49:49 am**

Quote from: AfellowDwarf on August 22, 2013, 07:22:08 pm  
Quote from: Tirion on August 22, 2013, 04:28:32 pm  
Looks like it's nubile, geeky bookstone girl time! ;D

So, what do we do when she calls the guards?

...!

Sneaky bastard..

She didn't dare call them before, she won't do it now.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 23, 2013, 01:08:58 pm**

Quote from: Tirion on August 23, 2013, 10:49:49 am

She didn't dare call them before, she won't do it now.

She was in something of a panic back then. She has had time to regain composure now.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **August 23, 2013, 03:34:19 pm**

Haha my joke aside, I actually voted for the first option.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **August 26, 2013, 05:01:28 pm**

Now that I got bit of a break from all the commotion I got had a chance to look over my situation. I'm still wanted by pretty much every group of people in the entire fort, I have to drag around a massive bag filled with useless shit and now I got a bloody goat to take care of...sigh. I've got pretty much an entire garden-sale in my fuckn backpack and even though the paranoid one seems to be plotting something strange I doubt the others have a clue what his intentions are...ah well....sigh...

Our plans of some day making goat cheese was quickly shot down when we realised that Wilfred was a billy goat, yes the goat is named Wilfred. However he still proved uselfull as I could have him carry the bags. Speaking of bags, we realized that perhaps it was time to clean out the bag a bit and go through all the stuff. At this point we quickly disposed of some things such as the bloody rags\*previously known as a handkerchief\* by simply feeding them to Wilfred, being a goat and all he didn't seem to mind. Goat's rarely do. The bottle is clearly filled by a dark liquid but considering it's origin we simply left it sealed. In the end we managed to clear up quite a bit of space by having Wilfred munch down the ratweed.  
[Spoiler](#) (click to show/hide)



Wilfred seemed quite content.  
Well, after finishing the task at hand we moved on to discuss our next course of action. For a while we had some trouble reaching a conclusion but in the end a majority apparently wanted to go and make up with the shopkeeper of the bookstore. I felt a bit uneasy going back there considering how we had left things there the last time.  
From that point onwards it went kind of downhill, beggining with the shopkeeper's screaming as we approached her... quicky followed by multiple voices trying to save the situation at the same time making me seem more insane then usual and then later on to top it off the guards come running up to handle the situation.

\*OOC\* Ok, at this point I was pretty sure that you were fucked for real...you know what I've said about no plot-armor and all that :P But then somehow...I don't even know...1/27 chance of success...yet...

I don't even know what to say...  
[Spoiler](#) (click to show/hide)





...so just come up with a bad pun involving an escapegoat and let this part be forgotten.

Phew, after escaping from the guards we settle down in a quiet corner at the stairwell to the waterfall. The next couple of hours was the epitome of boredom for here I was with my nose showed down a book I couldn't even read...  
I think it might be raining outside or it's just the waterfall...sigh...this'll be a long night...

Well...sry 'bout the shitty update but cmon I couldn't expect that to happen ey? I just thought it was better to post something. :P

- Bag-
- [Spoiler \(click to show/hide\)](#)
- Map of Blackgate
- The scarf
- My traveling coat and an empty pipe.
- A diorite earring
- A goblin axe
- Extortusshis
- A pair of glasses
- A "sidecape"
- A copper key
- An small unlabeled bottle

- New shirt
- An old fishing rod.
- Less ratweed
- A cap

- 2 Dimple cups and 3 Sweet pods
- More wierd plants

- A marble marble
- A small chisel
- 2 missmatching buttons
- An empty waterskin
- A dagger
- Leather armor

- A clump of wax
- 3 books
- Rotten meat+ lice
- 15 urists of clothrope
- ~~A dirty goat with a mild cough.~~ Wilfred
- 34 coins

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 26, 2013, 05:16:29 pm**

I'm not entirely sure what to think of this, really. I'll just 'aww' about losing our cap.

Aww, our cap.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **August 26, 2013, 07:25:01 pm**

Dump the rotten shit and wash our goat a bit. feed him all the ratweed at the same time.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **August 26, 2013, 07:54:03 pm**

Wilfred the scapegoat! :P

I found an engraving of our hero, and Wilfred the scapegoat saying hi to Esmer:



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 27, 2013, 08:37:58 am**

Quote from: Aseaheru on August 26, 2013, 07:25:01 pm  
Dump the rotten shit and wash our goat a bit.

Let's not dump our rotten shit, we can try to tame our lice with it. After reading the corresponding book, at least.

Edit:  
Maybe the bottle is ink. We could try to force-feed a little of it to some dwarf if manage to get hold of a spoon.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **August 28, 2013, 12:49:40 pm**

Did you get my pm AFD?

Also do we have any suggestions for the next course of action or shall we just let Nerin drift off on a whim?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **August 28, 2013, 12:51:12 pm**

I gave an action... And only half of it was shot down...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 28, 2013, 01:02:05 pm**

Quote from: Aseaheru on August 28, 2013, 12:51:12 pm  
I gave an action... And only half of it was shot down...

Sorry if I come off as overly shoot-down. I'm don't intent to overshout(though I might do so unthinkingly), just to get some dispute going. For instance, I just suggested we save rotten meat(mismiasma could get us unwanted attention, need unrotten meat) to train lice(no kennel, not really usefull, would make us look more like a hobo).

Now that you mention it, I did have a PM. I'll read it in a moment.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **August 28, 2013, 03:16:21 pm**

I read mine, what should I do with it?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **August 28, 2013, 05:02:44 pm**

Quote from: Tirion on August 28, 2013, 03:16:21 pm  
I read mine, what should I do with it?

Hey I'm trying really hard to take a lazy approach to this >:(  
Instead of making a substantial update I'm trying to somehow incorporate this information with a minimum amount of effort required by me personally by simply putting over the workload to other people while blaming it all on things like "the RP-aspect of the story" and "an oppertunity to develop the characteristics of the various voices".  
Alternatively you do nothing and leave it up to AFD...however last time I turned to him for a bit of assistance it ended in complete disaster. \*see the infamous chapter 38\*

<tl;dr-I'm trying to realy a bit of imformation about the world witout forcing it into the story in an unnatural way.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 29, 2013, 09:48:20 am**

Quote from: Tirion on August 28, 2013, 03:16:21 pm  
I read mine, what should I do with it?

Learn to have some hubris, man! If we set up the right terms with NAV, we could controll all media that enters Nerin's head. We'd determine what's true and what isn't!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **August 29, 2013, 03:16:36 pm**

Well, my conclusion from that book is that we should leave this fortress and go visit the Elves, or Humans, whichever the author draws better.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 29, 2013, 05:59:38 pm**

Quote from: Tirion on August 29, 2013, 03:16:36 pm  
Well, my conclusion from that book is that we should leave this fortress and go visit the Elves, or Humans, whichever the author draws better.

I'd say we visit the elves and take a token of good will with us. The humans must think themselves superior at this point.

I would also say we should see if that ship is around first. The gauntlet is sentient, so I don't see why it would not be able to use other artifacts(we may have to attach it with a rag or something, though). And as it is invincible, it should not be affected by the drawbacks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **August 29, 2013, 07:46:00 pm**

Guys, could we give Nerin a strange mood? I think we should.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 30, 2013, 08:54:10 am**

Quote from: NAV on August 29, 2013, 07:46:00 pm  
Guys, could we give Nerin a strange mood? I think we should.

Hmm, I think I know where you're going with that, but this is not the place. We might get deprived of resources by the main powers here. If we make an artifact, I'm a proponent of menacing spikes of bimutonous coal. We'd be able to light those on fire.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **August 30, 2013, 01:16:00 pm**

We are already quite close to Elves with our herbology and animal training knowledge and interests, I say if we get a woodcrafter mood we'd have to travel to them and make something epic.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 30, 2013, 01:22:36 pm**

Quote from: Tirion on August 30, 2013, 01:16:00 pm  
We are already quite close to Elves with our herbology and animal training knowledge and interests, I say if we get a woodcrafter mood we'd have to travel to them and make something epic.

While I agree we share intrests with the elves, I'm not sure if they'll aprove of dwarven woodcrafting. I mean, they're elves.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **August 31, 2013, 05:03:46 pm**

Quote from: AfellowDwarf on August 30, 2013, 01:22:36 pm  
Quote from: Tirion on August 30, 2013, 01:16:00 pm  
We are already quite close to Elves with our herbology and animal training knowledge and interests, I say if we get a woodcrafter mood we'd have to travel to them and make something epic.

While I agree we share intrests with the elves, I'm not sure if they'll aprove of dwarven woodcrafting. I mean, they're elves.

I know! We could make Nerin shave his beard, cut his ears into a pointy shape and pretend to be an elf, then he could make a living selling the dwarven woodcrafts to the elves saying the crafts were produced by elves...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **August 31, 2013, 06:01:06 pm**

Quote from: Kaos on August 31, 2013, 05:03:46 pm  
Quote from: AfellowDwarf on August 30, 2013, 01:22:36 pm  
While I agree we share intrests with the elves, I'm not sure if they'll aprove of dwarven woodcrafting. I mean, they're elves.

I know! We could make Nerin shave his beard, cut his ears into a pointy shape and pretend to be an elf, then he could make a living selling the dwarven woodcrafts to the elves saying the crafts were produced by elves...

Maybe if we save up some money and let the doctor do it? That'd be safer then dabbling self-surgery, and the result would probably be prettier. He might also be able to do a pernament shave.

Edit:  
The doctor might be anti-elf. He'll probably be more inclined to agree if we get him use some Jesterherb before asking. (If we were to distill it, he could inject it directly into his bloodstream, saving time.)

Edit2:  
Journeying to the elves doesn't involve breaking the elf out of jail first, does it? He could give us nonvague directions and apease the local elves. (I'm not the one who voted 'something else', mind you.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **September 04, 2013, 04:25:04 pm**

Go to the Elves, no surgery. We don't want that much crazy anywhere near us, least of all with a scapel.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **xominxac** on **September 04, 2013, 10:46:48 pm**

I leave and insanity takes over. :o

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 05, 2013, 12:10:26 pm**

Just a quick thought: What if we fail to find the elves? We have no companions, so we would have to hurry to the fort. Would we be able to gain back entry on our terms?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **September 06, 2013, 09:56:29 am**

So what are we doing here? Attempting a prison breakin or are we simply venturing into the wild unknowingly? :P



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 06, 2013, 10:34:58 am**

I'm pro-prison, myself. Though I suppose that maybe it's possible for that to go wrong too, somehow..

Maybe make another poll?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **September 06, 2013, 10:41:23 am**

Either way we have Wilfred, so we're not alone ;) I say we go back to the dungeon, it's the last place the mayor's men would look for us. Get a hooded cloak or two, and rope. Ask the Elf why he's locked up (it's a he, right?), it might be more than just unintentional trespassing while being an Elf. If he's harmless to us, let him out, along with the other two idiots (suspected vampire and tied up goblin) if they insist. It would be best to get rid of those two in a fatal manner, especially the goblin.

Then concealed with the hooded cloaks, us and the elf (no fake beard necessary, it will try to pass for a female dwarf) will go up the stairwell from page 34 and use the upper entrance to simply walk from this pustule of a city fortress.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 06, 2013, 10:48:31 am**

Quote from: Tirion on September 06, 2013, 10:41:23 am

Then concealed with the hooded cloaks, us and the elf (no fake beard necessary, it will try to pass for a female dwarf) will go up the stairwell and use the upper entrance to simply walk from this pustule of a city fortress.

Hmm. Passing him as a female is a good thought. Maybe we should give him fake breasts? Tie the rope around his waist and put the flour sack in?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **September 10, 2013, 03:32:50 pm**

Suddenly after hours upon hours of "reading" or rather "looking at squiggly lines while being forced to listen to the mumbling noise of my madness internal discussions" we finally reached a conclusion where upon some voices exclaimed in unison that the time to leave Silverdrop had come. At first I found the entire notion quite reasonable since my reputation was perhaps not the best over here however giving it some thought I realized that the reason why I was staying here in the first place is beacause I simply have nowhere else to go. After a few minutes of getting the voices attention and then a few more for keeping it I finally managed to relay my opinion. As usual my ideas where quickly shot down by a tiny bit of reasoning and a lot of shouting, apparantly we were somehow going to travel north and find the elves. The entire idea was somehow loosly based off of the fact that after reading a book upon cave fungi and other plants realted to the dwarven way of living I was now so in touch with nature that there was no other choice than to leave civilization and go live with the elves...I strongly opposed the plans related to revisiting the mad doctor but luckily I did not have the funds for such an adventure. The paranoid one had been strangely quiet for a while, never a good sign. But just as my mind wandered upon its strange ideas in the past it abruptly shouted out a lot of things involving a prisonbreak and advacned surgery. After somewhat picking apart the the original plan we were left with the fact that having an elf might not be such a bad idea if we were going to see the elves and the surgery had been reduced to some sort of disguise.

\*The plan was set in motion\*  
Things proceeded smoothly as the area outside the jailcell was fairly unpopulated, there weren't even any guards around making the goblin and the angry dwarf the largest obstacles. I leaned forward to have a peek at the situation.

Spoiler (click to show/hide)



Well...good and bad news, the elf is alone but the elf look like shit.

So...what's the plan now?  
We try n found out what happned here, think I saw a bit o blood in there.  
Well...\*gulp\*

-Hey,  
-What? Who are you!?  
-shhh~  
-Yes...why are you here?  
-What happned here?...the other two?  
-You're the guy who threw stuff at us!?



Oh...yea...uhmm I kinda did that right...what do I tell him?  
It was a failed breakout attempt, we're here to try again.

-Uhhh, yea that...I tried to free you before...  
-The dwarf...he went on a rampage...  
-oh  
-Killed the goblin and almost killed me too...  
-I'm sorry, couldn't you defend yourself? You're a criminal after all.

Elves are whimps.  
An elf could never beat a dwarf, hahahha.  
Ok guys...

-I'm not a criminal!  
-Shhhhhh quiet, then why are you in jail?  
-You dwarves are horribly unfair!  
-What?  
-I've done nothing wrong and you lock me up here with the scum of the earth!  
-Calm down, what happned?  
-Back in Seraté where I have my residence I had long heard of how the dwarves mistreat nature, cutting down beatiful trees and killing defenceless animals! So I picked up my lute and traveled here with a local caravan to protest against this abomination you refer to as "woodcutting"-

Nerin slap the shit outta him!  
Noooo we need him!  
That pansy is fucking crazy!...and not the good kind of crazy!  
I'm not going to slap him -\_\_\_\_-

...cont. and then that is when I first saw someone cutting down a tree...it was traumatizing! I was filled with such an unbelievable rage, I couldn't even contain it! So I rushed towards them and pulled out my lute. What followed was an truly epic battle of wills for no matter how evil my enemy was I wasn't alone for I had the fury and the passion of my entire people behind me, on that day a lute was played like a lute had never been played before. I'll demonstrate a bit-

-For the earth we live and love~  
-We are the planters of our own destiny~  
-today is the action No tomorrow~  
-for the permanence of all living in our realm~

Please make him stooooop!  
Okay, okay...

-Hey...uhmm...yea you can stop now...you know where the key is?  
-Oh, it's there around the corner.  
-What...but then anyone can just take it...  
-Sure.  
-But why haven't you gotten out earlier.  
-Why would people help me? I'm an elf \*flips ears\*

\*Unlocks the gate\*

Well, that was surprisingly easy. Good job Nerin.  
...Thanks.  
It's not over yet, we need to get him out of here.  
Ahhhh...some sort of disguise, sneaky.  
...uhmm...any ideas guys?  
Hmmm...he's too tall to be a dwarf...and his ears looks stupid,...CUT OFF HIS EARS AND LEGS!  
No no no no no!  
I don't think that's a good idea either...  
Maybe a hood?  
Yea...  
Quiet peasants! For I shall-  
Hurry up eh?  
For the love of Armok shut up while I'm talking! For I shall now grace your ears with the most exceptional plan that has ever been forged in the history of this puny world! ...  
We dress him up as a woman. \*short pause while while awaiting the cheering to commence\*  
What...  
I'm not following...  
Not this again...

Later on we accually decide to go for the paranoid ones suggestion as we lacked any other options...  
The results were...disturbing...  
[Spoiler](#) (click to show/hide)



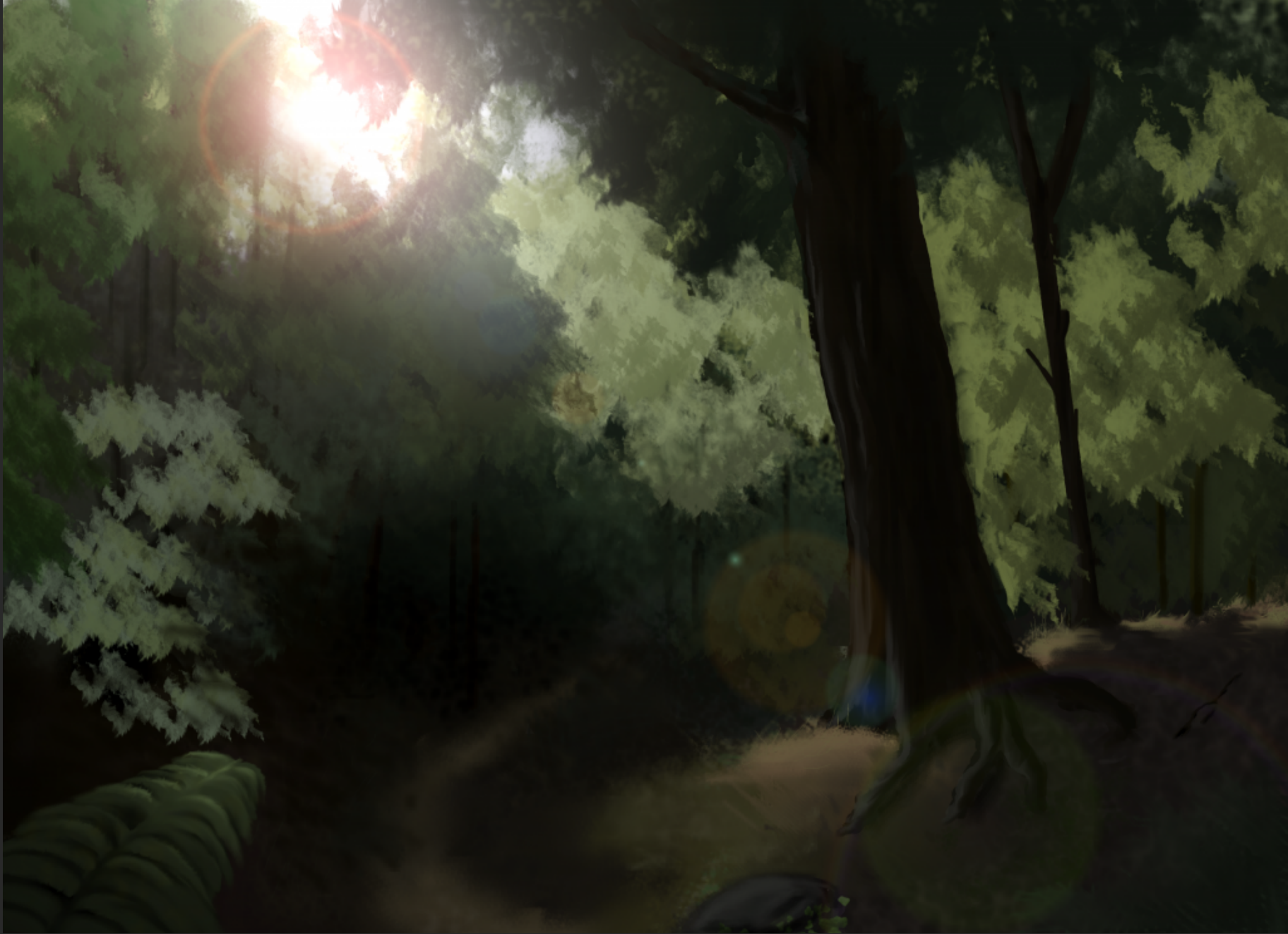
...  
...oh god  
...I can't even handle this shit  
...what...what...this is utter blasphemy...  
...If I had eyes this would be the where I'd cut them out...  
...now this I like :D

And with that our newly formed party ventured forward...  
No real obstacles were met along the way however some...situations arose...  
[Spoiler](#) (click to show/hide)



-Oy look at dat babe ove 'ere!  
-Huh, barely any leghair...most be some human blood in dat one!

Outside the sun shone brighter than ever and a feeling of anxiousness came over me as the wind softly flowed throghout my beard...  
Not once did I look back, not once did I say farewell. Eyes set on the horizon and a heart set on adventure.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 10, 2013, 04:11:37 pm**

Well, we don't want to get in a fight with the elf over an apple; there's no doctors in this wilderness.

Did the elf get naucious after leaving the fort? He could be cave-adapted.

Let's also inform about tree-speak. Will they give notice when bandits are coming?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **September 11, 2013, 03:16:00 pm**

Well, we have never cut any wood, so we'll be fine ;) I suggest asking him about his culture, anything could be useful when we go among them.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **September 11, 2013, 09:54:30 pm**

I'm okay with traveling alongside an elf but traveling with JUST an elf (much less one so lame) seems a little lame. Don't hate me too much but I suggest we go back and grab the nurse for a healthy 3 person team along with the essential female member.

Also begin training our new protege in the art of proper dwarven culture. With proper time and training, it may just be possible to train him into something useful and preferably a bit crazy.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 12, 2013, 06:14:34 am**

Quote from: gman8181 on September 11, 2013, 09:54:30 pm  
I'm okay with traveling alongside an elf but traveling with JUST an elf (much less one so lame) seems a little lame. Don't hate me too much but I suggest we go back and grab the nurse for a healthy 3 person team along with the essential female member.  
Maybe we could send Wilbur to collect them, and give him rope in case they decline.

Why not get Ironion, ass-crack and the non-elven lady? I mean, who'd we rather watch fight to the death with wolves?

Edit: We could also visit the nearest human town and break someone else out of jail.

Edit2: ..We... we forgot the booze...

Edit3: If we meet a human traveler, we could train the elf as a bone-carver. We'd get shields, too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **September 14, 2013, 12:47:04 pm**

Hmmm, so we got some differencing opinions here. All right yet another poll :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 14, 2013, 01:31:44 pm**

While I don't have anything against fucking elves, now is not the time. Besides, we might want to press our advances to something less crazy.

Edit: Anyway, if we're going to get a new ally, I say we grab a prisoner from a human settlement rather than the nurse, or perhaps team up with an elven marksman. We could use someone who knows a little combat.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **September 16, 2013, 04:51:50 pm**

We should totally grab the nurse.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **September 17, 2013, 07:00:37 am**

Quote from: AfellowDwarf on September 14, 2013, 01:31:44 pm  
While I don't have anything against fucking elves, now is not the time. Besides, we might want to press our advances to something less crazy.  
  
Edit: Anyway, if we're going to get a new ally, I say we grab a prisoner from a human settlement rather than the nurse, or perhaps team up with an elven marksman. We could use someone who knows a little combat.

I too have nothing against fucking elves **as long as they are female**. There may not be as many differences between genders as in dwarves, but they still matter.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 17, 2013, 10:32:09 am**

Gee, you're picky. So, what are your thoughts on sperm whale people? Only females as well?

Edit: So, how do we plan to get the nurse to join us? Rope?

Edit2: Hmm.. Leave the elf outside with Wilbur, tell him to gather food without venturing far. Take a dirt-cheap coffin off the market, bring it to the lookout point. Lure the nurse there. Knock her out<sup>1</sup> <sup>2</sup>, tie her with the rope. Roll up the fisherman's cap and put it in her mouth. (add hair for flavor)<sup>3</sup> Then put her in the coffin and drag it outside.

<sup>1</sup>We could do this using the round end of our axe, or by pushing her off the stairs. We may also try to strangle her.

<sup>2</sup>We could even pretend she is halucinating the whole 'elven' bussiness(or the whole 'dwarven' business if that's preferred) as a result of a nasty bump to the head.

<sup>3</sup>We can tell her that we know one another from the AEA(Anonymous Elven Alcoholics) to justify our alcohol dependency, and that's she's been 'lending her services' to old hairy dwarves in exchange for alchohol to mess with her head.(The round ears are a birth defect that stop us from hearing trees.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **September 17, 2013, 02:32:56 pm**

Or we could... you know... ask her to come with us without turning this into a clusterfuck like we always do, we can persuade her, no dwarf would ever turn down a chance to gather a fortune, how exactly are we going to be getting that fortune is a matter of debate. we don't really have to get a fortune for her to come with us, we can just say that untill we're far enough away then tell her the truth and say that we did it because we couldn't stand living without her in close proximity.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 17, 2013, 02:39:54 pm**

Why not get the doctor to join us himself instead of the nurse? His insanity makes it a heck of a lot more likely that he'll join us.(and he's effeminate enough to count as a female member) We can even play the 'study of elven atonomy angle.'

Why not ask Esmar? She might not care how we get power(don't mention elves untill comfirmed), helping the elves would be a means like any other to her if that's the case.



Edit: Ironion would be dumb enough to join, and we could use the glasses and cape to convince him of our conspiratorial might. His wealth may prove usefull. He might not be a female, but if he's in enough dresses...

Edit2: We could also try the warden's slave hordes. His guards have taken a hit, so he'll be worse at checking up on them. As for the slaves themselves? They can have a variety of skills, are rather likely disengruntled with the dwarves and don't have much to live for at the moment. Low risk, high gain. Just make sure we don't pick up a woodworker or woodcraftsdwarf.

Edit3: If we get an entire family to come with us, we'd have two pairs of extra hands on board. We could use the children as pack-mules.

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **September 19, 2013, 12:42:42 pm**

---

On one hand I was kinda glad that I brought the elf along as he accually knows the way but due to his shitty condition we were moving at the pace of a bloody tortoise. The trade caravan he arrived with had made the journey in about two weeks while we were looking at more like six. Apart from our elven companion being all beat up we have some other problems right around the corner such as the lack of food, apart from Wilfred we didn't really bring anything edible. Sigh...let's not even think about the apparent absence of booze... I guess we'll have to solve those things as they come up along the way.

As the vegetation grows denser I begin to feel uneasy as memories of my crazed journey within the wilderness starts emerging, I need a distraction...

[Spoiler](#) (click to show/hide)



One of the voices suggests that perhaps I should strike a conversation with the elf...this decision was greatly opposed by some voices whom still did not agree with treating an elf as anything but a prisoner.

-Uhmm...

I don't really know what to talk to him about...I got fckn problems talking to dwarves and I've never even seen an elf before...

Ask him if he can speak to trees, it might come in handy later down the line.

Yea otherwise you might just ask him about the elven culture in general, our collected knowledge is quite slim after all...

-What?

-Uhmm...can you talk to trees?

-...what?

-So elves can't talk to trees?

-No, how the do you imagine a tree speaking anyway?

-Uhmmm...

-Dwarves, pfff.

-Uhmm, what is the elven culture like?

-Well...For starters we're a proud race with acual moral standards as opposed to you dwarves or those backstabbing humans whom are slaves to your own greed. We value life over all, to kill another creature the absolute sin. Of course sometimes one has to fight to protect and even though the elves are not eager to draw arms we fight with a grace unparalleled in any other culture.

-Wait, I thought you ate people!? Like a cannibal...

-That...uhmm...Well some warriors do that to ridicule the ways of the other races, proving that all life is sacred and thus they should be treated equally. Furthermore we understand the concept of beauty and appriciate it in all its forms. The simple beauty of a single drop of moring dew slowly climbing across the rigid surface of a têran petal or the shear complexity the stars form across the celestial drapes of the gloomy nighttide....

Boooooooring....

Guys, quiet!

Fuck this shit man just kill the elf, I can't take anymore of his bullshit!

But...

We can't go all the way with this bastard, let's go back and get some better people!

\*Almost an hour of elf talking to noone and voices arguing amongst eachother later\*

So...we're going back?

Yes.

Well...I...uhh...sigh...

-I...think we ahve to go back...

-What? Why? You forgot something?

-Yea...you might say that...

-Well, I'm not going back in there!

-No, just wait for me outside and I'll get it done...could you maybe fget some food while I'm gone?

-I'm a bloody musician, how do you suppose I'd get a hold of some food!? Play some elven tunes and hope that some nice dwarf walks by and drops me a loaf of bread or what!?

-Ah well...you're an elf I've heard you're good with nature and all that...

-Now we're just being racist here.

Okay, that's it Nerin cut his bloody head off!  
Stab him in the eye!  
Burn him on a bonfire of fresh oak logs!

-I think...\*hand begins reaching towards the dagger\* ...I'll move on...\*eyes twitching and arms shaking as I muster up enough strength to contest the murderous intentions of the voices\* ahead...  
-Bring something to eat...and no animals!

\*Back on the road traveling south\*

So... why are we going back again?  
To find more reliable allies!

Well...who did you have in mind, as you might've noticed I'm better at making enemies than friends...

Don't hate me too much but I suggest we go back and grab the nurse for a healthy 3 person team along with the essential female member.

How did you plan on... persuading her to join our cause?

Rope. Definitely rope.

That...I'm not sure if I'm okay with this...

Yes, maybe you're right. Then how about we just do it like this instead-Take a dirt-cheap coffin off the market, bring it to the lookout point. Lure the nurse there. Knock her out1 2, tie her with the rope. Roll up the fisherman's cap and put it in her mouth.(add hair for flavor) Then put her in the coffin and drag it outside.

Alternatively we could do this using the round end of our axe, or by pushing her off the stairs. We may also try to strangle her. We could even pretend she is hallucinating the whole 'elven' bussiness(or the whole 'dwarven' business if that's preferred) as a result of a nasty bump to the head. We can tell her that we know one another from the AEA(Anonymous Elven Alcoholics) to justify our alcohol dependency, and that's she's been 'lending her services' to old hairy dwarves in exchange for alcohol to mess with her head.(The round ears are a birth defect that stop us from hearing trees... at this point the ramblings of the paranoid one just dissolves into loose words of conspiracies and spermwhales...

How about we don't do that...

Or we could... you know... ask her to come with us without turning this into a clusterfuck like we always do, we can persuade her, no dwarf would ever turn down a chance to gather a fortune, right?

I still don't know... 'cause at the same time most dwarves aren't much for traveling...

I think we're not looking over our options properly here! Why not get the doctor to join us himself instead of the nurse? His insanity makes it a heck of a lot more likely that he'll join us.(and he's effeminate enough to count as a female member) We can even play the 'study of elven atonomy angle.'

But he's crazy...

Crazy enough to join us! Ok, ok how about Esmar!? Or Ironion!? He would be dumb enough to join us for sure!!!

Calm down a bit...

We could also try the warden's slave hordes!This is brilliant! His guards have taken a hit, so he'll be worse at checking up on them! As for the slaves themselves!? They can have a variety of skills, are rather likely disengruntled with the dwarves and don't have much to live for at the moment!! Low risk, high gain!!!!!!

That is the epitome of stupidity! You really want to try recruit people under direct control of our enemy?

That's why it's so brilliant!Noone would ever expect it!!! Oh wait, wait!! I got another idea!!! If we get an entire family to come with us, we'd have two pairs of extra hands on board!! We could use the children as pack-mules!!! And...

Once again the ramblings slowly disintegrate into nothingness...

\*A few hours later we reach Silverdrop again\*

[Spoiler](#) (click to show/hide)



Seems like they've got a guard up...

[Spoiler](#) (click to show/hide)





Should we maybe just try and get in as a resident of Blackgate? Or maybe it'd be better to wait for someone else to come by and sneak in then...but that might take a while...Then there's always the possibility of waiting until nightfall...perhaps it'd be better to just go with the original plan if we can't get in? hmmm...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 19, 2013, 01:36:59 pm**

Why not light something on fire? It'd distract the guard.

Edit: How about we get a flammable plant and a little vine? Tie it as a little package around a stone, light it on fire, and throw it at the guard from a distance. He might go check the direction from which the marble came(We'd have moved, gaining entry.) If he gets hit, he might o back inside to get treatment for his burns, leaving the way open. In the best case, he'd panic and we'd have the opportunity of murder.  
We should probably check in with the militairist factions once we get to elfopolis. Inquire after the politics when we arrive, advance their agenda. This elf is likely not to be one of them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **September 19, 2013, 02:06:59 pm**

The nurse couldn't resist our charms before so I really don't see why we'd need to use force. Besides we're not in a position to take prisoners, we're looking for allies or at the very least people to entertain us on the journey.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 19, 2013, 02:17:58 pm**

Quote from: gman8181 on September 19, 2013, 02:06:59 pm  
The nurse couldn't resist our charms before so I really don't see why we'd need to use force.

The nurse couldn't resist our charm when the biggest risk she took was getting a nasty disease. Since she is employed by a medical expert, that'd be a temporary inconvenienc. We're planning on asking her to risk poverty and death.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **September 22, 2013, 01:26:57 pm**

You wanna know what I think guys?I think we should just move it, walk right past the guard, its not like we'll get arrested or stopped, guards only keep a lookout for a ambushes by other races, and judging by the caravans and all that this fort has, I think the only possible ambush is from goblins, Nerin is no gobbo, and even if we get stopped, we can claim we're diplomats from another civilization, keep the hood down and hide our face so nobody would know its us again, if asked why we can say its a tradition enforced by our king. once inside, we can go get the nurse and use our charm to get her to come with us, maybe visit the tavern and look for any soldier types or that dwarf girl Nerin had action with then got kicked out of her home, you know that strong chick. the most important thing though is not to make up lies out of our collective asses, be truthful and not deviate from the darn plan.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 22, 2013, 02:24:10 pm**

If an important thing is to not-lie(to the point of not having Nerin tell people he's acting on our behalf) then we should certainly not claim to be a diplomat. What if this dwarf has rudimentary political knowledge? He could ask all kinds of questions we're not prepared to answer.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **September 24, 2013, 11:59:38 am**

Well...you haven't given me much to work with here guys... ???  
I know it's hard to get along when there's so much crazy in one place but you know...just agree or disagree with someone so I that I have something to go on :P  
There's a lot to look out for though, Nerin is a wanted ~~m~~andwarf and the list of pursuers has gotten kinda long at this point. Firstly we got the warden of course, we have the mayor's troops, Rerek's probably still after the gauntlet, chances are the guards from the plaza haven't forgot about the weirdo with the goat and there's always the possibility of someone being after him beacause of the murder on the fisherdwarf. :D  
Don't force me to make another poll...polls hate me and I hate polls... >:(

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 24, 2013, 01:42:40 pm**

~~Do you mean that we need to set up a plan to enter?(One that perhaps doesn't involve gracious use of fire?) Or that entering is a really bad idea?~~

Edit:  
Eh, sorry. Lack of sleep aparantly gave me a little amnesia. I'll concede the fire; I'm okay enough with walking in bluntly, pretending to be a diplomat if neccerairy.(maybe use our stuff to look more expensive?) Well, I'll concede to avoid a standstill, anyway. I want to light something on fire later, though. Maybe a little bush on our way to the elf?

Edit2:  
Oh, and I'm okay with asking politely before we consider resorting to rope. Who'd trust a nurse if she talked about elf conspiracies, anyway?

Edit3:  
Why not wear our traveling coat? We could also preten to be Rogek.(Feel free to ignore this when you you list the things people are still arguing about.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **September 25, 2013, 07:38:25 pm**

I'd honestly wait a bit just to see if an opportunity presents itself. We should get a crossbow at some point too. That would be pretty useful in a lot situations. Especially right now.

Or we could just enter sneak mode and throw rocks at him. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 26, 2013, 11:07:42 am**

Quote from: gman8181 on September 25, 2013, 07:38:25 pm  
Or we could just enter sneak mode and throw rocks at him. :P

Why not make them pointy using other rocks? Maybe with four pointy ends, like a clunky shuriken?

Edit:  
...Fire? ..Not-fire?  
...  
Voting is hard. :-\

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **September 28, 2013, 01:57:17 pm**

Quote from: AfellowDwarf on September 26, 2013, 11:07:42 am  
Quote from: gman8181 on September 25, 2013, 07:38:25 pm  
Or we could just enter sneak mode and throw rocks at him. :P

Why not make them pointy using other rocks? Maybe with four pointy ends, like a clunky shuriken?

Edit:  
...Fire? ..Not-fire?  
...  
Voting is hard. :-\

September is a slow month ::)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **September 30, 2013, 02:01:57 pm**

Horay for fire. May she smoke untill she dies.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 01, 2013, 05:11:50 pm**

I don't know how we'll get in...  
Why not light something on fire? It'd distract the guard!  
...How?  
How about we get a flammable plant and a little vine? Tie it as a little package around a stone, light it on fire, and throw it at the guard from a distance. He might go check the direction from which the marble came(We'd have moved, gaining entry.) If he gets hit, he might o

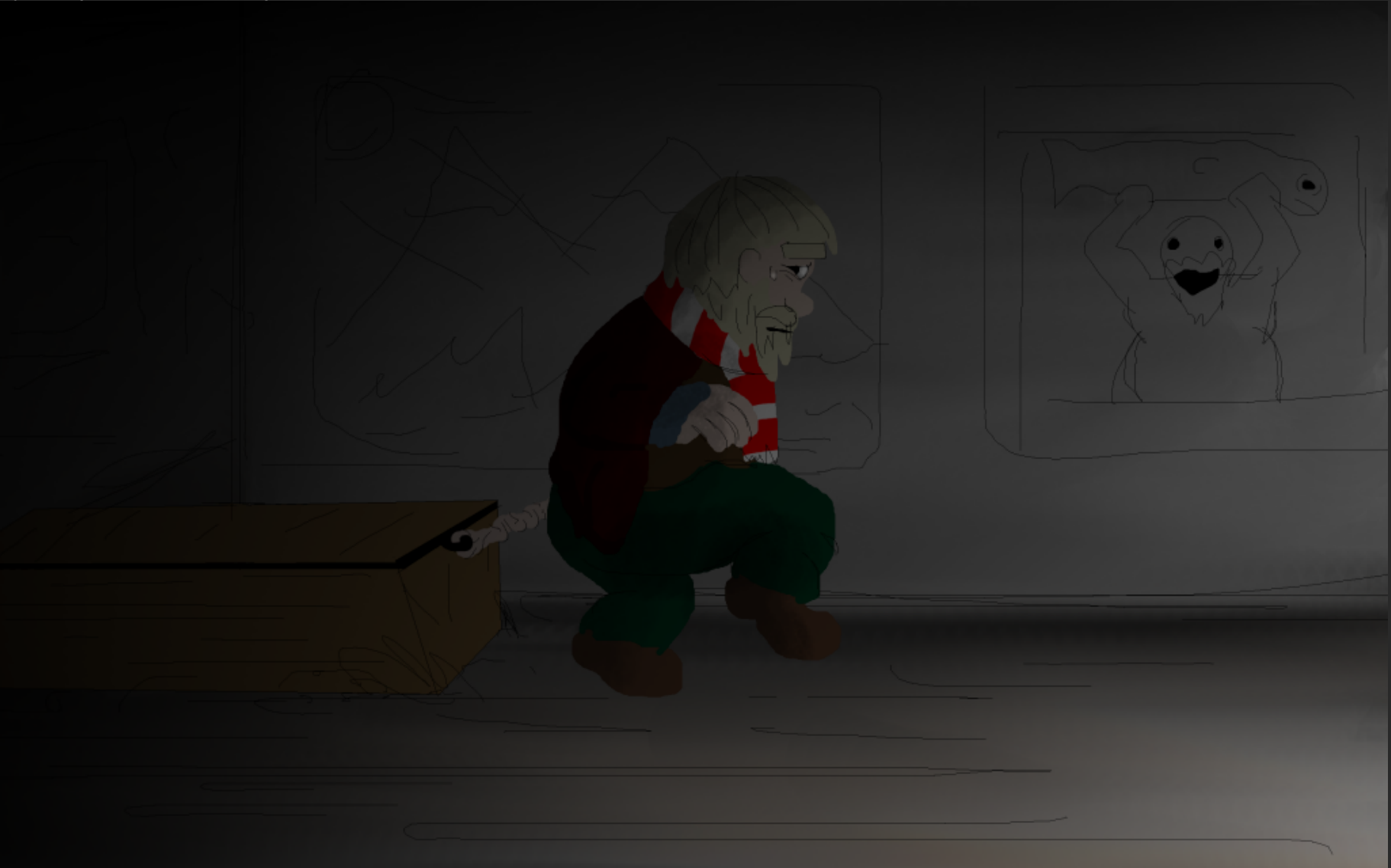


back inside to get treatment for his burns, leaving the way open. In the best case, he'd panic and we'd have the opportunity of murder. We should probably check in with the militarist factions once we get to elfopolis. Inquire after the politics when we arrive, advance their agenda. This elf is likely not to be one of them. I don't think I can get close enough... Just wait 'til it gets darker. Sure...  
\*Few hours later\*  
[Spoiler](#) (click to show/hide)

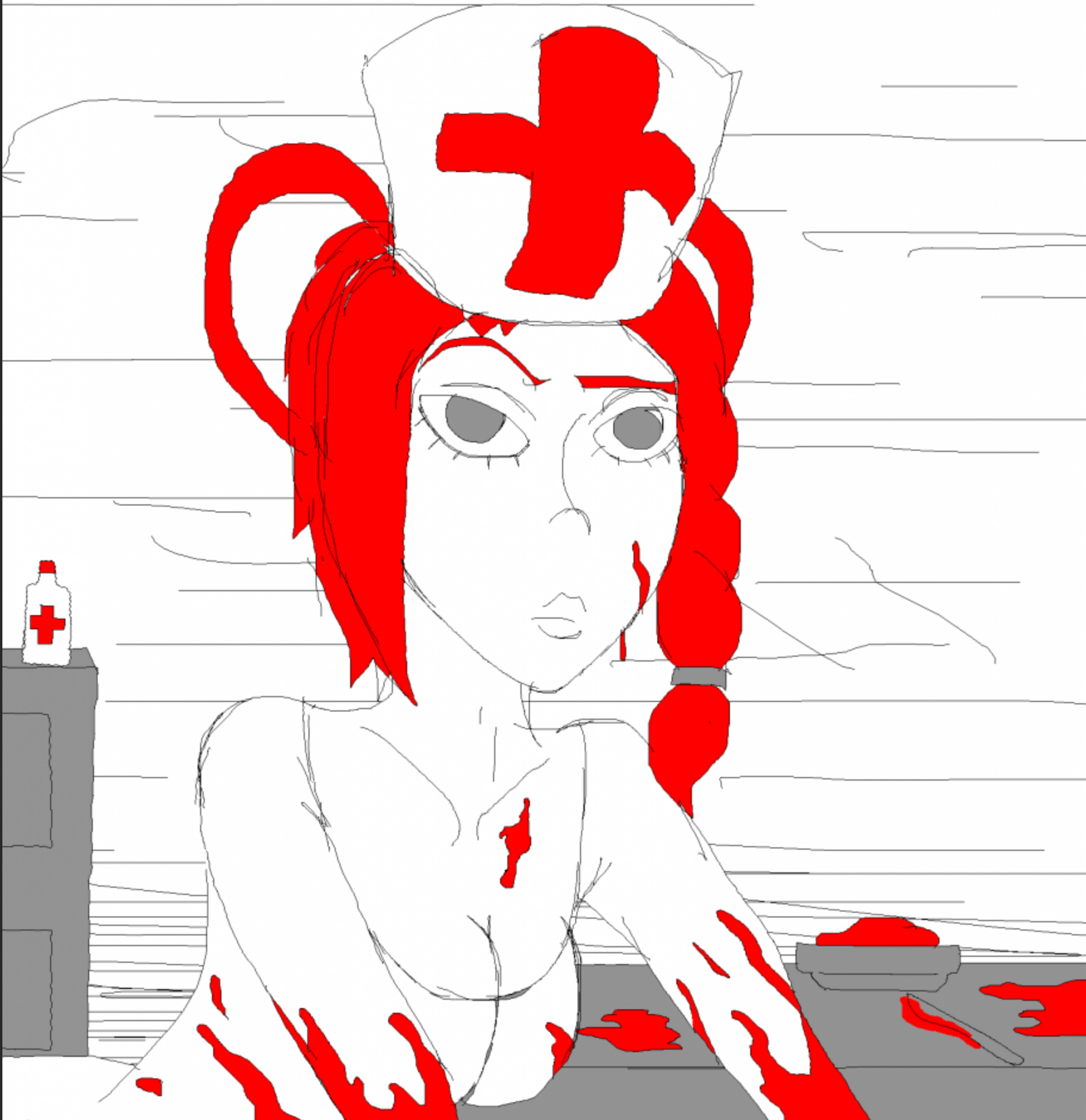


Horay for fire. May she smoke untill she dies!  
Gili Stonehelm once again serves justice through his devine intervention!  
That...accually worked...  
Well, what now?  
We buy the coffin of course.  
That was just supposed to be a backup-plan, don't listen to him Nerin.  
Well not much of a back-up plan if you're not going to prepare for it, furthermore I've forseen your failure in persuading the nurse!  
...do we really want to spend money on this...?  
We don't have to buy one...we could just grab one lying around somewhere...  
You mean we just steal it?  
It's not like someone would expect their coffin to get stolen, what kind of an insane bastard would do that...?  
I don't think we should...  
As long as we get it for free, sure thing!  
...sigh.

A few minutes of seraching later we found an unattended coffin and quickly dumped the contents on the floor.  
[Spoiler](#) (click to show/hide)



Off to the hospital!  
[Spoiler](#) (click to show/hide)



-Hey...would you like to go...on an adventure?  
-I'm busy right now.  
-But there could be fame...and riches and...  
-What are you on about?  
-I'm traveling to Seraté, would you like to join me?  
-Hey, I already thought you were weird after that whole thing with the ghost but now you're starting to creep me out...  
-Is that a no?  
-Yes!  
-Wait...are you coming or not?  
-I'm not going on you're bloody field-trip and could please stop asking me this stuff while I'm working!  
-Oh..sure...  
-Thank god!  
-But...  
-What now!?  
-Could we talk later?  
-If you promise me you'll leave.  
-Okay, okay...could you meet me at the outside-bit by the waterfall?  
-Yes, just go!

Well, that didn't work...  
Told you so!  
I'm don't think I'm okay with this next part...  
Nerin, you need to man-the-fuck-up! A little kidnapping never killed anyone!  
But...I...

\*Another hour of waiting\*  
[Spoiler](#) (click to show/hide)



\*BAAAM\*

[Spoiler](#) (click to show/hide)



-WTF!?  
-I'm sorry!

SHIT!  
Nerin you're not fckn sorry!  
SHIT!  
Get your shit together! You were supposed to knock her out!  
SHIT!  
But...I...I...  
PLAN B! PLAN B NOW!  
That was plan B!  
SHIT! uhmm.... PLAN C! PLAN C NOW!

[Spoiler](#) (click to show/hide)





...Nerin?  
...  
Nerin all is not lost!  
...  
Not lost!? This was a complete success! We got her knocked out and managed to avoid any undwarven backstabbing tricks!  
...  
All we need to do now is tie her up!  
...I...I don't think I can go on like this...  
Nerin NO! don't leave us! You don't know what happened last time!  
...

[Spoiler](#) (click to show/hide)



In the end Nerin is convinced to proceed with the plan...

[Spoiler](#) (click to show/hide)



It was accually easier to sneak out since everyone was busy with the bloody fire outside but the walk back to the elf was slow due to the heavy coffin...

-Oh you're back.

-Hmmpff...

-WHAT THE FUCK IS THAT!?

-What!?

-Why are you carrying a dead tree!?

Phew...it was just that...

But what do I tell him?

Uhmm...we bury our people alongside the trees? Family tradition?

-In my family we...uhmm bury our dead alongside trees...you know...brothers in life and brothers in death...eh?

-Such wierd customs...Are you even a fullblooded dwarf?

-Oh...yes.

Things will get real tricky once she wakes up...  
True...but we'll come up with something...  
I hope so...

---

Slow updates, slow comments, slow polls...nothing bad with being slow but september took it too far! New month now and we'll try to pump up the tempo a bit :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 01, 2013, 06:13:56 pm**

Things just reached a whole new level of messed up...

At any rate, onward? Also get her medical attention?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **October 01, 2013, 08:03:49 pm**

Err..... What.....

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **October 02, 2013, 07:27:37 am**

What the fuck!!! Nerin, STOP HURTING PEOPLE.  
Bandage the nurse. (That says bandage, NOT bondage)  
Blame it all on the elf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 02, 2013, 10:06:46 am**

Dear amok... That plan was, like, just above monkeys. Definately not the kind of thing I'd expect we'd actually *do*. Dear bloody amok...

All right, all right. I say we blame Rogek(just call him an old dwarf who we've seen fishing in the well). Nerin looks a lot like him, and he worked nearby. We found him standing over her bound up body, huffing. We stuggled with him and ended up pushing him into the well.

We thought the nurse was dead and wanted her buried(maybe she thinks this is odd, but we were in a panic). Couldn't touch the body without puking. We got a coffin off the market, but the major's men were still looking for us, so we had to flee with coffin in hand.

Oh, and we can't let her get back to blackgate for medical attention. She'd tell them we freed the elf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 05, 2013, 03:16:40 am**

I told you not to go back. Blame the elf for putting you up to this, let the nurse go where she can still find her way back, and run for it, she'll likely send guards after us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 05, 2013, 03:28:38 am**

You're saying we should give up both companions in the wilderness, at night? That could backfire, you know.

Are we sure enough that Wilbur counts as companion for boogymen to wage our life on it?

Edit:

We could leave the coffin on a hill or something, say we want a little time alone(so we can get our rope back) and leave the coffin and nurse. We'd leave the nurse at the mercy of the boogymen, but we'd retain the elf and be safe from them. Amoral, but safe.

We could also try to have the elf sing in order to drown out any noise made by the nurse. This has some serious drawbacks, though. The elf would sing again, and to make matters worse people with weapons could try to stop him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 05, 2013, 06:14:49 pm**

Quote from: AfellowDwarf on October 05, 2013, 03:28:38 am

You're saying we should give up both companions in the wilderness, at night? That could backfire, you know.

Are we sure enough that Wilbur counts as companion for boogymen to wage our life on it?

Edit:

We could leave the coffin on a hill or something, say we want a little time alone(so we can get our rope back) and leave the coffin and nurse. We'd leave the nurse at the mercy of the boogymen, but we'd retain the elf and be safe from them. Amoral, but safe.

We could also try to have the elf sing in order to drown out any noise made by the nurse. This has some serious drawbacks, though. The elf would sing again, and to make matters worse people with weapons could try to stop him.

We wandered those wilds for a long time without being attacked by bogeymen, or anything else for that matter. I guess Nerin's one body registers as several very scary ones in the eyes of night creatures, representing the many voices he hears.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 06, 2013, 04:14:21 am**

You mean our journey back to the elf? I suppose that's possible.

The nurse won't count as multiple people, though. There's a good chance she won't want to stick around with her kidnapper, and it'll take hours to get to safety even if she somehow knows the way back to blackgate. With her lack of weapons, she'd have to brave the local wildlife on top of bogeymen. We'd be doing her safety no favors by letting her go.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 06, 2013, 01:47:03 pm**

Quote from: AfellowDwarf on October 06, 2013, 04:14:21 am

You mean our journey back to the elf? I suppose that's possible.

The nurse won't count as multiple people, though. There's a good chance she won't want to stick around with her kidnapper, and it'll take hours to get to safety even if she somehow knows the way back to blackgate. With her lack of weapons, she'd have to brave the local wildlife on top of bogeymen. We'd be doing her safety no favors by letting her go.

Tell her that, but let her decide.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 06, 2013, 02:06:12 pm**

Quote from: Tirion on October 06, 2013, 01:47:03 pm

Tell her that, but let her decide.

Good one. Maybe we should tell her before we tie her loose, though. She might panic and act rashly.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **October 07, 2013, 12:19:32 am**

**first geriatric bisexual orgies, then murder, then trying to milk a male goat, now kidnapping, what's next rape? or pimping the nurse? I better shut up, I don't want to give the others more awful ideas...**

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 07, 2013, 02:30:04 am**

I don't think any of us would have a good time with the nurse without her consent. Getting her pregnant might solve her bogeyman problems, though, so flirting is something to consider.

Edit:  
Oh, and Kaos, let's not forget attempted arson. That one came first.

Edit2:  
Hmm. If we meet someone on the road, and the nurse wakes up, we could acuse them of necromancy. It's something to consider, but I think I'll reserve my vote for a little while longer.

Edit3: She speaks? Well, I don't know how necromancy works! Do you?!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 10, 2013, 02:30:24 am**

I still say we should keep calm and apply first aid, then when she's conscious, tell her about the situation, including danger of bogeymen if she goes alone.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 10, 2013, 10:08:43 am**

Quote from: Tirion on October 10, 2013, 02:30:24 am

I still say we should keep calm and apply first aid, then when she's conscious, tell her about the situation, including danger of bogeymen if she goes alone.

You know, I think I agree.

Edit: If nothing else, it's a very effective(and perhaps a little mean) way of coarsing her to join us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 11, 2013, 07:01:06 am**

Hmmm, it's even again eh?  
Well for starters, how do you plan to blame it on the elf? She's probably aware that it wasnt the elf that wrestled her and the elf is traveling alongside you, wouldn't it be safe to assume that he might object to such claims?

Regarding the distance between your current position and Blackgate...hmmm...it's accually not that far...1-2 hours perhaps, the only reason it took so long is beacuse Nerin and the elf are both ridiculously slow... However chances are that the nurse won't know how far off she is as she wakes up due to well...traveling in a coffin...

In conclusion- Does someone perhaps want to change their vote? or maybe create a more detailed plan? Well, it's safe to assume that Nerin is pretty fckn confused right now :)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 11, 2013, 07:24:10 am**

Just voted. 8)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 11, 2013, 08:31:01 am**

Quote from: slowpokez on October 11, 2013, 07:01:06 am

Or maybe create a more detailed plan?

You called?

First off all, we should act supriised(or startled) when we hear noise from the coffin, and deny any responsibilty for her being in there. We never met the nurse near the waterfall and thought she changed her mind<sup>1</sup>. We either don't know how she ended up that way or didn't know she was in the coffin in the first place<sup>2</sup>. We can then say that we don't have any intention of bringing her back to the fort<sup>3</sup>, and that she can either join us or brave the Bogeymen.

<sup>1</sup>The scratch on our face comes from a cat. We accidently stepped on it. Don't talk about it unless it's mentioned.

<sup>2</sup>This is the difficult part. Maybe we were carrying the coffin to someone who'd see to it that it was going to rest in a special place, for a fee, but the reciever didn't turn up. Maybe someone smooth-talked us into carrying the coffin, which we believed was empty, for them and we don't remember what convinced us. Maybe a nasty looking dwarf forced us at the edge of a dagger to carry the coffin outside, and we were too afraid of angry ghosts to leave it there.

<sup>3</sup>Maybe because we're busy, maybe because the dwarves of blackgate have started looking for the elf or Nerin(bussiness with the major) or both. Maybe because we don't know the way back, though that'd require the elf to agree.

If anyone has a suggestion, by all means, post.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 13, 2013, 12:57:39 pm**

Quote from: AfellowDwarf on October 11, 2013, 08:31:01 am

Quote from: slowpokez on October 11, 2013, 07:01:06 am

Or maybe create a more detailed plan?

You called?

First off all, we should act suprised(or startled) when we hear noise from the coffin, and deny any responsibilty for her being in there. We never met the nurse near the waterfall and thought she changed her mind<sup>1</sup>. We either don't know how she ended up that way or didn't know she was in the coffin in the first place<sup>2</sup>. We can then say that we don't have any intention of bringing her back to the fort<sup>3</sup>, and that she can either join us or brave the Bogeymen.

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<sup>3</sup>Maybe because we're busy, maybe because the dwarves of blackgate have started looking for the elf or Nerin(bussiness with the major) or both. Maybe because we don't know the way back, though that'd require the elf to agree.

If anyone has a suggestion, by all means, post.

Success with this plan will be detrimental to her sanity. "A demon made me do it" (copyright Snarky!Hawke) is a viable alternative to some of the more far-fetched bits of denying responsibility. It's not unheard of either, a Fell Mood would have gone much like this, just with her ending up dead and remade into an artifact. Hmm... "Hey baby, I had a fell mood, and was going to make a legendary artifact out of your body, but I snapped out of it when I realized it's already perfect!"

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 13, 2013, 01:13:52 pm**

Maybe the nurse will accept that we had a fell mood, but what about the elf? He clearly thinks of killing one thing to make another thing as amoral.

Also, why do we want her to stay sane? I can't see things going anywhere where sanity would make someone more inclined to agree with our plans. I also bet that sanity would make her a worse adversary.

Edit: Also, won't she think we're insane if we tell her we failed a fell mood? As in 'cause-effect' reasoning?

Edit2: If we do claim that we had a fey mood, we should tell her we intended to turn her into something useless, like a toothpick, or a mug. Or maybe a loincloth or thong.

Edit3: If we claim we wanted to make her a toothpick, we should do so while pretending we're trying to get something unstuck from between our teeth. You know, mess with her head a little.

Edi4: Maybe we could tell her that she is already a toothpick, and ask her to remove a bit of lunch from between our teeth. If she claims that she can't because she's tied up, we should say that we don't know how we could have let such a huge design flaw slip

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 13, 2013, 06:15:19 pm**

Quote from: AfellowDwarf on October 13, 2013, 01:13:52 pm

Also, won't she think we're insane if we tell her we failed a fell mood? As in 'cause-effect' reasoning?

Wait, we *aren't* insane? Since when? ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 13, 2013, 06:29:25 pm**

Quote from: Tirion on October 13, 2013, 06:15:19 pm

Quote from: AfellowDwarf on October 13, 2013, 01:13:52 pm

Also, won't she think we're insane if we tell her we failed a fell mood? As in 'cause-effect' reasoning?

Wait, we *aren't* insane? Since when? ;D

I never said I think we're not insane. Of course we're insane. I just think that we shouldn't let the nurse think we are insane(or at least, think we're *more* insane). If we don't need to get far out of our way for it, at least. That way, we can get away with more insane stuff involving her before we're forced to craft her into toothpicks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 14, 2013, 02:39:14 am**

Quote from: AfellowDwarf on October 13, 2013, 06:29:25 pm

Quote from: Tirion on October 13, 2013, 06:15:19 pm

Quote from: AfellowDwarf on October 13, 2013, 01:13:52 pm

Also, won't she think we're insane if we tell her we failed a fell mood? As in 'cause-effect' reasoning?

Wait, we *aren't* insane? Since when? ;D

I never said I think we're not insane. Of course we're insane. I just think that we shouldn't let the nurse think we are insane(or at least, think we're *more* insane). If we don't need to get far out of our way for it, at least. That way, we can get away with more insane stuff involving her before we're forced to craft her into toothpicks.

If she knows we're insane we would get away with even more insane stuff involving her as she'd expect just that from us, haven't you considered that? All we need to do is, make her stay... appeal to her vanity with the "I was compelled by a Fell Mood to make an artifact out of you, but snapped out of it when I realized you're already perfect" line, and maybe even tell her the whole truth- we are a functioning maddwarf, a true medical curiosity, that should be enough to make her stay and observe... just imagine the scientific recognition which will come when she shares her tale with others!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 14, 2013, 12:55:12 pm**

So, how do we counter her sense of self-preseverence, then? Booze isn't an option because of a lack of supplies, so, should we give her a few more whacks on the head before she wakes? I'm all for it.

Edit:Maybe we could put our most sporeous mushroom(s) below her nose? That might leave her pretty sick if she inhales enough, and sickness might lower her ability to think clearly.

Edit2: Would a small mushroom directly inside the lungs hurt? -Much?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 14, 2013, 01:39:37 pm**

Quote from: AfellowDwarf on October 14, 2013, 12:55:12 pm

So, how do we counter her sense of self-preseverence, then? Booze isn't an option because of a lack of supplies, so, should we give her a few more whacks on the head before she wakes? I'm all for it.

Edit:Maybe we could put our most sporeous mushroom(s) below her nose? That might leave her pretty sick if she inhales enough, and sickness might lower her ability to think clearly.

Edit2: Would a small mushroom directly inside the lungs hurt? -Much?

For fuck's sake dn't hurt her further. Let's just wake her up and speak to her. If she wants to leave, let her leave.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 14, 2013, 01:54:13 pm**

Huh. I figured she'd just wake up naturally. How do you think we'd be able to fasten up that process?

Edit: We could start shouting "wake up" in an attempt to wake her. If the elf asks, we're trying to wake the owls so that they don't miss their shift; they don't have a handy sun to tell them when to wake up, after all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 14, 2013, 02:39:49 pm**

Quote from: AfellowDwarf on October 14, 2013, 01:54:13 pm

Huh. I figured she'd just wake up naturally. How do you think we'd be able to fasten up that process?

Edit: We could start shouting "wake up" in an attempt to wake her. If the elf asks, we're trying to wake the owls so that they don't miss their shift; they don't have a handy sun to tell them when to wake up, after all.

Remove the coffin lid, let her breathe fresh air. Leave her tied up for all of our safety for now, but get a clean piece of cloth, find some clean running water like a spring, and clean her head would (or any other) to our best ability, erring on the side of caution. Cool wet cloth on skin can be pleasant, but hard to sleep through.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 14, 2013, 02:49:22 pm**

Wouldn't that be at risk of giving her hypothermia? She's not wearing isolating clothes, hasn't moved for a while and it might be a little on the chilly side. Maybe if we let Wilbur sit on her to keep her warm?

Also, do we want Nerin to look for a water source in the dark, given the excelent swimmer he must be?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 14, 2013, 05:41:19 pm**

Quote from: AfellowDwarf on October 14, 2013, 02:49:22 pm

Wouldn't that be at risk of giving her hypothermia? She's not wearing isolating clothes, hasn't moved for a while and it might be a little on the chilly side. Maybe if we let Wilbur sit on her to keep her warm?

Also, do we want Nerin to look for a water source in the dark, given the excelent swimmer he must be?

Then we wait for dawn. Or possibly use dew if it condensates on passably clean vegetation in sufficient quality, starlight should be enough for that. And it's green everywhere, so unlikely to be seriously chilly- and she'll wake up before getting to hypothermia if she *is* cold.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 15, 2013, 02:24:45 pm**

Sorry 'bout the slow progression lately :-\ Been doing some commission work...  
Well you know...

Spoiler (click to show/hide)



heh...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 15, 2013, 03:31:33 pm**

No problem. Thanks for keeping this thing going for so long in the first place. Even when I don't actively post, I really enjoy reading along.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 15, 2013, 03:49:06 pm**

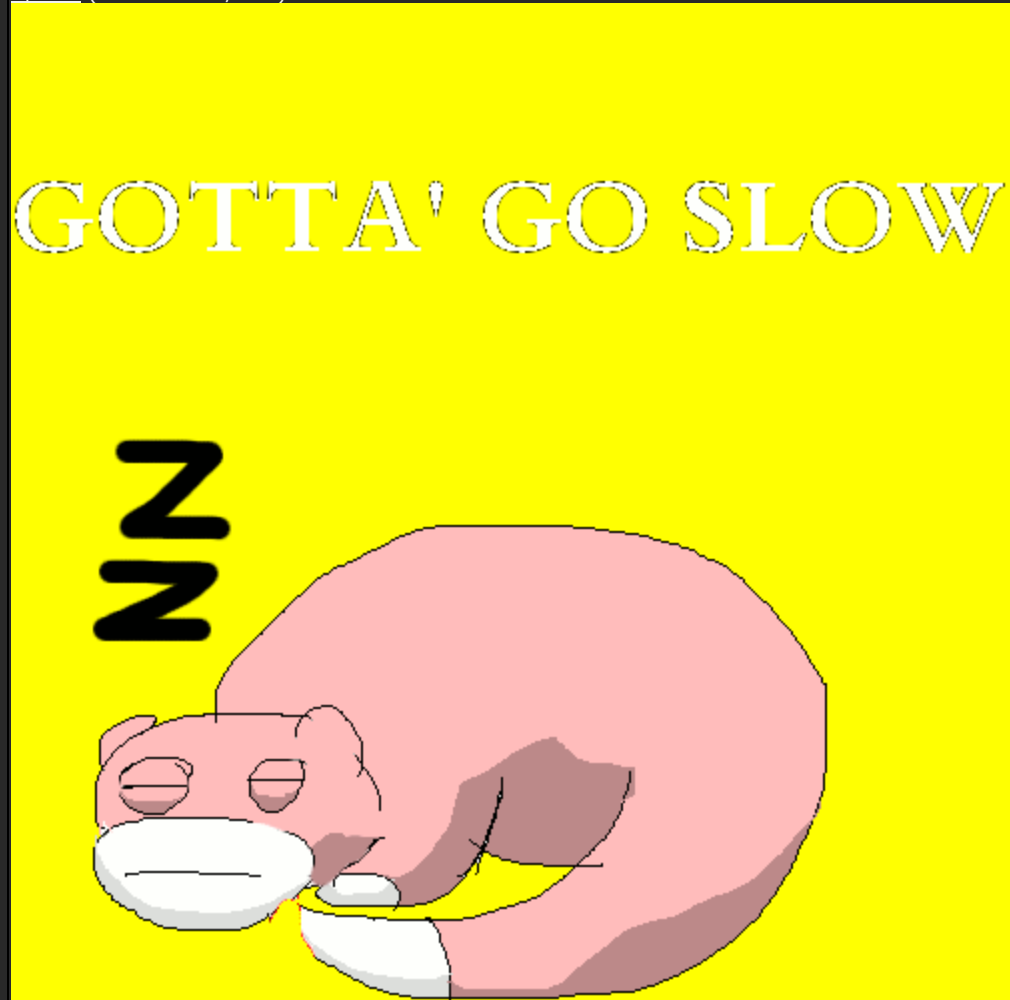
Indeed. I greatly appreciate your effort as well, slowpokez.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **October 15, 2013, 10:05:39 pm**

Yes, thanks for the effort!

Quote from: slowpokez on October 15, 2013, 02:24:45 pm

Sorry 'bout the slow progression lately :-\ Been doing some commission work...  
Well you know...  
Spoiler (click to show/hide)



heh...

... and for the seizure...? ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 16, 2013, 03:09:40 am**

Good work needs time. At least the vote is clear now.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 19, 2013, 12:10:25 pm**

What the fuck!!! Nerin, STOP HURTING PEOPLE!  
No...I didn't...I never wanted to hurt anyone...  
Ah cheer up mate, you already killed a guy.  
-No that wasn't...that was all you! You killed him!  
-What?  
Stop talking out loud all the time!  
But...  
-You're kind of creeping me out here...  
-Uh...Sorry...dwarven joke...?  
-Oh...still kind of weird though...

Well, somehow we have to handle this situation...I bet she won't be happy once she wakes up...  
Yea we should just blame it on the elf...never liked that pompous turd-captain...pfff  
Well we do kind of need him to show us the way...but how 'bout the fisherdorf eh? Looks a bit like Nerin ey? and it was dark at the time ya know.  
Yea...YES! Some good thinking there!  
Wait wait wait...guys she got called out there by Nerin and fought with him for a good twenty Urists or so...and he got scratches on his face! This will require som serious scheeming...  
What are you suggesting...?  
A cat did it!  
Wha...nevermind...  
Blame the elf for putting you up to this, let the nurse go where she can still find her way back, and run for it!  
You're saying we should give up both companions in the wilderness, at night? That could backfire, you know...  
I'm confused...  
Shaddup Nerin!  
We could also try to have the elf sing in order to drown out any noise made by the nurse. This has some serious drawbacks, though. The elf would sing again, and to make matters worse people with weapons could try to stop him...  
Oh you elitist shit-knob, I'd prefer goblin torture to elven singing! I'd even consider using...soap before I'd sumbit to such a horrid fate!  
We could leave the coffin on a hill or something, say we want a little time alone(so we can get our rope back) and leave the coffin and nurse. Amoral, but safe.  
But that's cruel...  
Yes?  
Sigh...new plan, cmon people!  
I think we should just let her go...  
But then all that effort would be for nothing!  
I kinda agree...I don't think Nerin could handle any more trouble...  
Since when do we listen to fckn Nerin!?  
Dude...this once I think we should just do the right thing and let her go...



This plan is insanely non-crazy! Wait...is that good or bad...?  
We'll just tell her what's going on once she wakes up and let her go...

and so their ludicrously slow journey continued...

[Spoiler \(click to show/hide\)](#)



Once dawn broke they were both exhausted and famished the elf seemingly more dead than living, however the nurse had yet to wake up so Nerin decided to tend to her condition as far as his meager abilities would allow. Due to a clear lack of nearby springs he was forced to utilize the morning dew from various plants as a substitute, this of course after an unnecessarily lengthy discussion about Nerin's ability to obtain waster from said watersource without drowning. Well to noones surprise the nurse was kind of scared and confused once she woke up making Nerin's job of explaining the situation more difficult than expected...wait that sentence makes no sense... "making Nerin's job of explaining the situation more difficult than expected to everyone except for Nerin whom anticipated no problems with this plan." (perfect)

[Spoiler \(click to show/hide\)](#)



\*A few minutes of painfully akward dialougle later the nurse fled vaguely in the direction that we had arrived from\*

-That was strange...

-Yes...

-Dwarven tradition?

-Uhhh...sigh...yes...

-Well, I'd expect no less from people whom eat kittenmeat.

mmmmm, I could do with some kitten righ now...

Yea we kinda got to find some food soon.

This elf looks even worse than when we picked him up.

I think elves n' humans need to eat more frequently too, not made for a 3 days shift in the mines ya know.

Hmmm

-Are you hungry?

-I'm not going to eat a kitten if that's what you're thinking!

-Oh wait...no. Uhhh.. I mean we should find some food or something...

-I told you before I'm a musician not a gatherer or a herbalist or anything like that.

-Yea..

-We've been traveling for many hours now...we should rest some...

How many Urists is that!?

-Sure...

\*Our party set up camp in a small clearing\*

-What is it like at the place we're going?

-Seraté?



-Yea...I'm bad with names...  
-Mine is Amathspar.  
-Okay...oh..uhmm...I'm Nerin, Lord of the Glittering Caves...  
-Well met and you have my gratitude for releasing me from the cell.  
-Oh...thank you...  
-What were you wondering about before?  
-Ah uhhm...just what is it like there...because I imagine it's quite different...  
-Well yes...We're more proud and civilized than the other races still consumed by greed and animalistic pleasures. At least we used to be...our pride has been greatly hurt since you dwarves started this wicked campaign. Every day the lands which are safe to wander shrink and soon we will no longer be the protectors of nature but rather the protected by it...  
-I'm sorry...  
-Don't be, we stand above blaming a collective race for the crimes of a few.  
-Are all elves so "righteous"? I mean there has to be greedy or evil elves too right?  
-True there will always be those obsessed with desire, however the political system of Seraté prevents those kind of individuals from reaching a position of power.  
-Wouldn't they just take it with force?  
-Much like in many old dwarf civilizations was ruled by the superior warrior and how human kings get overthrown by civil wars we have a similar tradition involving the art of the sword. The elf with the fiercest blade and the quickest wit is awarded with a position of unlimited dominance and prestige however completely cut off from the seat of political decisionmaking. That way those driven by greed never lead the nation astray but instead they fight amongst themselves for a spot in paradise.  
-cool...  
-Yes but...sigh...Things are not going too well as it is...Years of oppression has made our nation weak, already fighting the dark ones had greatly diminished our numbers and this recent hunting of my kin has further deepened the wound. Humans and dwarves generally recover fast from the tolls of war and sometimes they even come back stronger than before, breeding like rats and fueling their work with the darkness and hatred within their hearts.  
-Hey come on...some vengeance is called for...  
-Elves do not concern themselves with petty things like revenge or malice.

Nerin I think it's time to slap the shit outta this anorectic piece of shit!  
Yea, before he start sinning again!  
But I'm hungry! and we need this guy...  
Cmon yout dwarven honour is being trampled on! Teach this wimp what being a man is all about!  
What is that?  
Uhhh...I don't fckn know it's like...it changes from situation to situation okay?  
...  
We'll handle that part later, how we gonna get some food?

Kidnapping the nurse really threw me off my track there :P, usually I got a good sense of what'll come up next and got some conversations and backgrounds prepared but this time things escalated real quick!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 19, 2013, 12:24:02 pm**

I don't think I want to travel with this guy to the elf civilization. I say we knock him out, tie him up and put him in the coffin and then go to the nearest goblin civilization and trade him for acceptance there. We rise our way up the goblin hierarchy and then declare war on the stupid dwarven community that we just left as well as the elves.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 19, 2013, 12:24:20 pm**

C'mon Nerin, you survived in the wilderness before, you know some edible surface plants.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 19, 2013, 12:36:25 pm**

Well, let's just hope she gets eaten by bogetmen. We don't want the dwarven authorities after us.  
  
I guess we should just find some food. Didn't the book describe some edibles?

Quote from: gman8181 on October 19, 2013, 12:24:02 pm  
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Joining up with the goblins is a terrible idea. Their lack of ethics might seem appealing, but they don't leave room for intrigue.  
Goblin:"Why<sup>1</sup> don't<sup>1</sup> the<sup>1</sup> authorities<sup>1</sup> do<sup>1</sup> anything<sup>1</sup> about<sup>1</sup> this<sup>1</sup> guy<sup>1</sup>?! He<sup>1</sup> slept<sup>1</sup> with<sup>1</sup> my<sup>1</sup> wife<sup>1</sup> and<sup>1</sup> burned<sup>1</sup> my<sup>1</sup> bed,<sup>1</sup> for<sup>1</sup> amoks<sup>1</sup> sake<sup>1</sup>!"  
  
<sup>1</sup> \*stab\*

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 19, 2013, 12:39:10 pm**

Quote from: AfellowDwarf on October 19, 2013, 12:36:25 pm  
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I guess we should just find some food. Didn't the book describe some edibles?  
  
Quote from: gman8181 on October 19, 2013, 12:24:02 pm  
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<sup>1</sup> \*stab\*

xD

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 19, 2013, 12:44:07 pm**

We can change the goblin political system to our liking once we rise to power. They are probably the easiest civilization for us to gain a leadership position in (considering our current ethics).

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 19, 2013, 12:47:47 pm**

Ethics are unimportant in a goblin civilisation. Consider our ability to deal with an angry gobin archer instead.

Edit: Being in power would be sweet, but we need to rise in power first. That's a lot easier in elven civilisation, where people don't allow wanton murder.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 19, 2013, 01:00:42 pm**

Yeah, by current ethics, I meant our current lack of ethics. Anyway, we still have that badass gauntlet, so we can just rip everyone apart.

I don't want to rule over a *elven civilization*. It was worth considering before but these guys are just *too much*.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 19, 2013, 01:13:44 pm**

Quote from: gman8181 on October 19, 2013, 01:00:42 pm

Anyway, we still have that badass gauntlet, so we can just rip everyone apart.

That's why I specified a goblin archer. That gauntlet is just an arm sized shield when there's a few urists between us and them.

Quote from: gman8181 on October 19, 2013, 01:00:42 pm

It was worth considering before but these guys are just *too much*.

We're walking with a delusional madman here, no question. But just think about it, do most elves get themselves locked up? This elf is not a good representative of their entire race.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 19, 2013, 07:16:20 pm**

In the end we decided that it would be foolish to travel onwards on empty stomachs and Amathspar proved incapable of contributing to our cause. So I did what all dwarves do when they're cornered in a really bad position. I dug.

As much as it pained me to bring back the memories I was greatly aided by my previous experiences of surviving in the wild, all those long weeks out on the vast planes and in the dense forests of the realm had made me surpass my peers when it came to rummaging in the mud. I was unstoppable.

Spoiler (click to show/hide)



-Heyyy....was that a small rodent of some kind?

-noooo...

But in the end my expansive knowledge and extraordinary skill didn't amount to much...you can only survive for so long on filthy roots and acorns... Well at least my companion won't die off in some ditch leaving me all lost in the forest...

As the journey continued I got yet another lesson about Seraté's "vastly superior" political system, a taste of elven poetry and some insight in the elven fear of metal. Most dwarves claim that the elves don't forge blades because they don't wish to harm nature or because they're too weak to lift metal objects but according to Amathspar it's related to the death of their second goddess and the end of magic. The moon was a god of war, death and cultivation mirrored by her sister the sun representing harmony, life and nature. On the same day that magic was lost the elves also lost their ability to forge metal and cultivate the land. It was hard to keep up the conversation as the poetry had caused an internal riot, perhaps for the better...

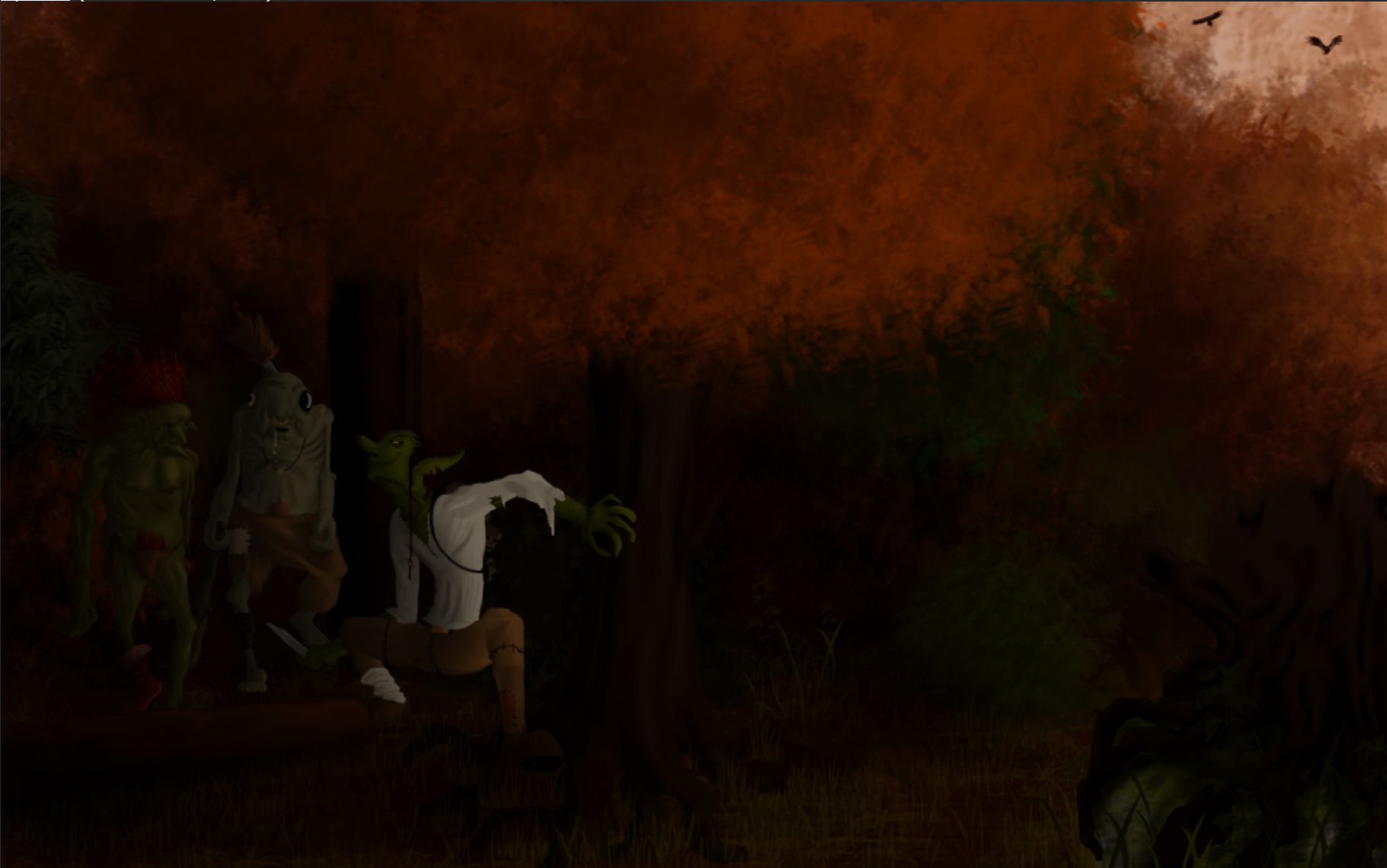
From there on we traveled in silence and before I knew it the sun was once again setting beyond the horizon, the red sphere seemed almost frail as it sunk beneath the hazy clouds and the landscape had suddenly been painted in a deep red.





But as I stopped for a breif moment to take in the scene a distant squabbling brought me back from my thoughts like waking from a long dream, I told the others to stop as the noise traveled ever closer. Like a whisper echoing between the trees, coming closer and closer...

MMMMmurge....I shhhmell dwuuuuurff!  
Nu-uh you ar wrong there! Thish ish clealy aelf.  
Noo too filzhy to be eelf.  
Hah! TOU CLEANLY YO BE DWURF!  
Maurffff...  
Zhaddup Shnorkatz!  
Thei ahreeg cloyse...\*sniiiiiiiiifffff\*...I shhhhmell dwuuuu...  
AELF!  
Noh! ish durf.  
I rip yah yar buulls off! and eet them!  
I'll eet yuuuur firzht! Hah!  
[Spoiler](#) (click to show/hide)



Shit...\*gulp\*...  
-What's going on?  
-shhh...goblins I think  
-That's bad...  
-baaaaaaad(Wilfred)  
  
-Khzhe! No no no no nou thiz wurk lik thiz- me rip yar bullhz uff und killzh aelves!  
-Nouuurhhh! ME put daggah in ur fece befur bullripz! und me get duuurf!  
-Mhhhjhuuuhhh...  
Zhaddup Shnorkatz!  
Zhaddup Shnorkatz! und belives me it izh AELF!  
mhjuhh...  
-Pueh! De right-one getzh tu luut tzem!  
-Jahey!



-whuy yuh happz?  
-Me izh right-one!  
-Noooouu!

[Spoiler](#) (click to show/hide)



This is bad...really bad...shit!  
Couldn't agree more.  
Yea...  
Time to sack the elf?  
Huh?  
Yea leave him behind and ride Wilfred to safety? Win-Win!  
Even better we could trade him for the trust of the goblins...  
Where is this going?  
...we could trade him for the trust of the goblins...and change the goblin political system to our liking and then we rise to power!!!!!!!!!!  
That could backfire...  
Solution?  
A cat did it!  
What!?  
No wait that was the last one...  
Uhhh...we can't just leave him! Without him we're lost!  
Better lost than dead...  
Perhaps...

Last update had no real intrigue...can't take a break without a good cliffhanger :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 19, 2013, 08:43:36 pm**

Hmm, not a lot of options here.

The wrestler and clubmoron aren't really threats compared to the guy with the dagger. We just need to take him down. We could run a little, leave the elf as bait somewhere and assault the dagger guy from behind as he approaches. If he gets too close, we could blind him with our flour.

Alternatively  
Pretend to be a dangerous weregoat, saying so as we fall on our knees, screaming and urging the goblins to run before we kill again. Tell them to not talk so loud, since there is a minotaur nearby, looking for something to kill. Stab them if they turn away. Tell them they've fallen into our trap, and to drop their weapons and lay down if they want to live. Tell them we know a village full of elven babies, but that we're only going to tell one of them where to find it, and that this goblin needs to kill the others to get that prize.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **October 20, 2013, 02:51:11 am**

Tell the goat and elf to stay out of it.  
3 vs 1 fight: go into a martial trance.  
Grab the Clubmoron's nose ring and pull really hard.  
Slash everyone with the axe.  
If we are injured: USE THE GAUNTLET!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 20, 2013, 03:53:39 am**

If we have to do anything involving goblins, step one is always: Put on the gauntlet! In my opinion. Without it we're just a dabbling axedwarf with an axe that makes gruesome but uncomfortably drawn out kills. With it, we are a regenerating avatar of bloody murder, with a weapon that tortures *then* kills.

That goes for the present situation as well as any possible schemes about joining goblins.

That's a fight them with the gauntlet on... we have better weaponry and equipment.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 20, 2013, 05:34:19 am**

We could also pretend to sell out our allies in exchange for not being killed by the goblins, offering their serfice to whoever negotiates with us. Then, as we shake hands, we kill the negotiator. We then insist that keeping him alive was not part of the deal, and that they need to keep their side of the bargain. The elf would probably have to carry the negotiator's corpse.

Edit: If we use the gauntlet, the wrestler will be a very serious threat.

Edit2: We could hand the rope to the elf and Wilbur, and have them try to trip the goblins so we can get a clear shot at them with the axe.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 20, 2013, 01:28:17 pm**

Quote from: AfellowDwarf on October 20, 2013, 05:34:19 am  
Edit: If we use the gauntlet, the wrestler will be a very serious threat.

Why? He'd be one anyway. Using both the gauntlet and the axe instead of only the axe will improve our chances. And by use the gauntlet I mean put it on, dammit.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 20, 2013, 02:54:49 pm**

What worries me is that he might be able to wrestle it off us. If we use the gauntlet and take the daggergoblin first, it might realize that the gauntlet is trouble and try to take it off us. If we take the wrestler first, we can expect a dagger in the back.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 21, 2013, 12:02:17 am**

Quote from: AfellowDwarf on October 20, 2013, 02:54:49 pm  
What worries me is that he might be able to wrestle it off us. If we use the gauntlet and take the daggergoblin first, it might realize that the gauntlet is trouble and try to take it off us. If we take the wrestler first, we can expect a dagger in the back.

If we *don't* use it, there is an even more probable outcome where they take it from our cooling, dead, body. Well, our backpack, but it's the same.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 21, 2013, 05:17:50 am**

Quote from: Tirion on October 21, 2013, 12:02:17 am  
If we *don't* use it, there is an even more probable outcome where they take it from our cooling, dead, body. Well, our backpack, but it's the same.

Look, if we're going to use that mind-intruding apparation, we might as well try to avoid losing it to the wrestler. Maybe have our comerades help us with him?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **October 21, 2013, 02:42:54 pm**

Quote from: AfellowDwarf on October 21, 2013, 05:17:50 am  
Quote from: Tirion on October 21, 2013, 12:02:17 am  
If we *don't* use it, there is an even more probable outcome where they take it from our cooling, dead, body. Well, our backpack, but it's the same.  
Look, if we're going to use that mind-intruding apparation, we might as well try to avoid losing it to the wrestler. Maybe have our comerades help us with him?

If we have our friend's help with this fight, then we don't get the benefit of a martial trance. It needs to be 3 vs 1.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 21, 2013, 06:12:31 pm**

What I'm saying is, if we use the gauntlet and the wrestler puts up wrestling resistance, we should call for help.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 21, 2013, 06:19:42 pm**

Use the gauntlet and have our team help if necessary. Kill all but one goblin who we shall take as a slave. Do we still have that coffin?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **October 21, 2013, 10:09:10 pm**

Can we take the hot one as a slave?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 22, 2013, 04:59:54 am**

Quote from: NAV on October 21, 2013, 10:09:10 pm

Can we take the hot one as a slave?

Great minds think alike.

Edit: Erm, wait, which one are we talking about here? The one with the skimpy clothes or the one with the nice hair?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 22, 2013, 07:32:29 am**

Quote from: AfellowDwarf on October 22, 2013, 04:59:54 am

Quote from: NAV on October 21, 2013, 10:09:10 pm

Can we take the hot one as a slave?

Great minds think alike.

Edit: Erm, wait, which one are we talking about here? The one with the skimpy clothes or the one with the nice hair?

You guys are so shallow :P. What's wrong with the other goblin?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 22, 2013, 08:16:39 am**

Quote from: gman8181 on October 22, 2013, 07:32:29 am

You guys are so shallow :P. What's wrong with the other goblin?

What's wrong with shallow? We can't take them all with us anyway, so we'll have to base our descision on *something*.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 22, 2013, 08:44:26 am**

I wasn't suggesting we take them all. It's just a shame to pick them based off looks instead of personality which is what's really important.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 22, 2013, 09:41:33 am**

Quote from: gman8181 on October 22, 2013, 08:44:26 am

I wasn't suggesting we take them all. It's just a shame to pick them based off looks instead of personality which is what's really important.

I wasn't saying you said that. I was saying that we have to make a choice, and we don't have the information neccecairy to base that choice on personality. I mean, we don't even know which goblin said what.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 22, 2013, 03:20:01 pm**

Are they even all goblins? The one in the middle looks like some amphibious cave animalman.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 22, 2013, 03:37:08 pm**

Hmm, now that you mention it.. That guy probably has some kind of syndrome that makes his face swell. We should try to avoid contact with it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 22, 2013, 06:39:52 pm**

Or we could threaten them that if they don't leave us in peace, we'll have the elf sing at them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **October 24, 2013, 01:33:14 am**

First we should equip the gauntlet and the axe.

Maybe the goblin in the prison was part of their band? couldn't we try talking with them first? maybe we can get some allies?

What happened to the nurse? she just wandered back? did she make it? maybe we should check on her, she's probably lost and scared and we could still be able to take her with us.

Maybe the goblins have seen her?

Failing diplomacy USE THE GAUNTLET!! ha ha ha ha!!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 24, 2013, 05:00:57 am**

I guess that pretending to try diplomacy will be getting us on better terms with the elf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 28, 2013, 10:00:29 am**

So what do we do? Leave the elf behind and run?  
Nah, I think we should try and fight them, we won't get far without the elf.  
I guess that pretending to try diplomacy will be getting us on better terms with the elf.  
Hmmm, maybe but first we should equip the gauntlet and the axe.  
Failing diplomacy USE THE GAUNTLET!! ha ha ha ha!!!  
Can we take the hot one as a slave?  
Great minds think alike.  
...  
Erm, wait, which one are we talking about here? The one with the skimpy clothes or the one with the nice hair?

You guys are so shallow. What's wrong with the other goblin?  
STOP! It's gauntlet time!...and dimplomacy time...

-Okay, we can't hide here forever...  
-Don't...don't say that...  
-It'll be fine I'll talk to them...

I hesitate for a moment before I put on the glove...but in the end I really have no choice...  
Suddently I feel a chill within my body...very faint but still enough to make me uncomfortable...just like a cold winterbreeze gnaws at your skin I felt something dark gnawing at my core...

-Hey...\*gulp\* Hey, goblins!  
-AHA, finds it!  
-Uhhh, could this somehow end peacefully...?  
-Whats izh its? A aelf?  
-Nooo...I shtill thinks duuurf.

...  
-Whats you be!?  
-A dwarf, an elf and a goat!  
-Waitsh...

...  
-So me get lootziezh? Is duurf.  
-AND aelf!  
-Aurghh yi Scharschlup!  
-Backz or yill gets hurtz!  
-Meee looot!

\*At this point the argument devolves further into goblin and what ever common might've been mixed in before is all gone at this point\*

This might be our chance to get away!  
Run Nerin, Run!  
Yes, yes! You don't have to say that twice!

-Shnorkatz! HOLD THEM!

\*Suddently the deformed goblin comes running towards me\*

With axe in hand and a few reassuring words from the voices I stay my ground and look right into it's eyes...or at least try to...

-Wuuuuuuuaaarghhh!!!

But with one wide swing from it's stick it swoops me off my feet and I tumble down the hillside, body full of cuts and bruises and a ringing sensation from the blow.

[Spoiler](#) (click to show/hide)



As I manage to catch my breath I hear the goblin scuffle down the hill just on the other side of the shrubbery.  
At the last second I manage to hide behind a tree, but just as I think I might be safe I hear its heavy breathing coming closer...

[Spoiler](#) (click to show/hide)





Nerin get the dagger!  
What?!  
Get out your bloody dagger!  
\*I silently reach for the dagger\*  
He'll come around here any second now!  
What do I do!?  
He's stupid! just sneak around and backstab the fucker!  
I proceed to slowly circle the tree...anticipating a sudden emerging of his ugly face at any given moment.  
[Spoiler](#) (click to show/hide)



\*gulp\*  
You can do it!  
I don't know...  
If you don't you'll surely die!  
Maybe I can run away...  
They'll track you down! Stop being such a pussy!  
But I don't...  
Aim for his clubbing arm, without that it's an easy fight!  
\*gulp\*  
-WhaaaaAAA  
[Spoiler](#) (click to show/hide)





At first I feel the chilling emotion get stronger but then...I feel my fatigue fading...and a distant whsiper...  
...feed

Nice cut Nerin!  
What now!?  
Leg it, I'd assume he's quite mad at this point.  
...feed

I begin to run as fast as my legs will carry me but as I take cover I realise that the glove from the gauntlet is connecting the two of us and giving away my position.  
[Spoiler](#) (click to show/hide)



-Wharluuuuuuuuuuuuuuuuughhghgh!!!!!!  
I brace for impact and... BAAAM!  
[Spoiler](#) (click to show/hide)



...feed  
I don't think I can do this...  
Nerin this is not the time to give up...  
It's impossible! I can't fight!  
...feed  
There's always a way!  
But...  
...it doesn't have to be you...  
What, who said that!?  
...you're weak...  
WAIT!?, what are you doing!?  
...someone else...  
Noooo, what's going on...  
[Spoiler](#) (click to show/hide)



\*As the goblin reaches in to finish me off my eyes suddently bolt open and I spring up screaming at his face\*  
-IT IS GAUNTLET TIME BITCH!  
[Spoiler](#) (click to show/hide)





-WAHAHAHHAHAHA  
Where'd Nerin go?  
Dunno, think it got something to with the gauntlet. Those two didn't really click.  
Speaking of this thing's pretty awesome eh?  
I'd argue it has some sort of an rejuvenating effect, you know we just fell quite a few urists up there.  
Mmm, and still up and walking...  
Some sort of relation to souls seems quite apparant aswell.  
Agreed'  
Now is not the time! Goblin first, no?  
Hmmm, point taken.

\*The creature is clearly startled by this but retaliates quickly\*  
[Spoiler](#) (click to show/hide)



A few broken ribs never hurt anyone eh?  
I think it might've...  
When was the last time you used your ribs?  
Touché.

Do not worry dear friends! For there is a God amongst you! A just God! A caring god! A God of reasoning!  
A paranoid god!  
I shall vanquish mine foe with a strike of supreme power and magnificent glory, close thine eyes or have them forever burnt by the eternal light of Gili Stonehelm's pure flame!  
Get it on with!  
No matter how evil, how wicked or how malevolent one is noone, and I repeat NOONE is prepared for the nobelest of all techniques...the nipple bite!  
What... -\_\_\_\_\_-  
[Spoiler](#) (click to show/hide)



\*The fight continued for what felt like hours during which time Nerin took what could be expected to be lethal damage\*

Whahahahhahhahhahha....

...Feed!

Whahahahhahhahhahhahha....

...Feed!

WhahahAHAHAHHAHAA....

...Feed!

[Spoiler](#) (click to show/hide)



In the end there was no victor, no finishing blow or clashing of wills. In the goblin simply didn't have the resolve to keep standing and fell before my feet...the whole scene felt so distant as if I was merely part of an audience, no urgency nor pain...

Me...or maybe something else kneeled before my exhausted adversary and began to carve open its stomach with the rusty knife, pouring out its gut over the dim landscape...

The sun was long gone so the fight must've gone on for multiple urists...wonder what happned to the others...

Suddently the chill in my chest began to weaken...I felt a pounding pain taking its place and then...a splash like when you break the surface of a lake. All the pain was too much to take and I collapsed beside the disfigured goblin...the dark night only lit up by a faded beam of moonshine and the soft glow from the gauntlet...

[Spoiler](#) (click to show/hide)





I watched the stars travel across a sea of infinite darkness for...Armok knows how long...the silence was soothing...  
As a thick cloud covered the moon and I realised that the red glow had diminshed completly...  
I tried my bruised legs once again and to my surprise they decided to support my weight...I looked over at the slope I'd fallen down and tried to climb back up the hillside but even though some cuts had closed up the broken ribs hindered me from climbing...  
I walked around but in my weakened state I moved slowly I soon became exhausted...

-Amathspar!  
-Wilfred!  
...  
-You okay?  
...  
As I return to the top of the hill I find Wilfred casually chomping away on some delicious greens and the elf crying in fetal position, where'd the other two goblins go?  
I look around for a bit and find them in a muddy hole, the whole scene is a mess with blood everywhere...geuss they killed each other...I try to loot them the best I can but the stench is unbearable...  
When I return I finally manage to contact the elf...  
-...Wh...What happned \*shudder\*  
-Uhhh...  
What really happned here...  
We killed the goblins, easier that way.  
Do I tell him about the gauntlet?  
That'd be fckn stupid Nerin.  
-Well...I killed the goblins...  
-Really!? Really, they're gone?  
-Yea, we can keep on moving...  
-Are you hurt!?  
Duh...  
-Well...yes, a few ribs..  
-I'm sorry I'm not a healer just...  
-I know, you're a musician.  
We'll need to find help soon as I'm in dire need of medical assistance and Amathspar is on the verge of starvation and has suffered some psychological trauma. (Don't ask me how...elves...)

Amathspar spoke of a human village not too far off however it's unclear how welcome you'd be there, if you'd decide on such a detour a really good explanation might be in place as dwarves and elves rarely travel together. Also if you remain on the set out path we might reach a point where we're forced to cook Wilfred. Beside the dagger and the 37 coins the goblins had do you wish to loot something else? Loincloth? Shrunk heads? Intestine?

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 28, 2013, 10:42:39 am**

---

Take the goblin heads as trophies. Maybe later we can attach them to our clothing to warn off others who might try something like that against us again.

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 28, 2013, 10:52:41 am**

---

..Did that gauntlet just play in on me? I'm not sure if we should try to take it off while we're in this state. Who knows, it might give some kind of backlash. Besides, I'm sure we'll be able to overcome it if it starts urging us to kill the humans, and they probably deserve it if we can't.

As far as looting goes, I'd say we could take the ring and hairband off the clubmoron and see if we can see where he dropped his necklace, inspect the thing the daggergoblin has in its hair and take his shirt, shoes and socks. Don't smoke them while the elf is near. Also, take the pouch from the wrestler(throw out junk like elven fingers, a pouch is still usefull.) and scan the intestines for anything undigested. We needn't eat it, but the humans might buy it.

If there's a full, undamaged goblin stomach among it, we can take that too. Just tie both ends tight with goblin hair. Goblins can digest bones, so their stomach acid must be pretty strong. If it's not usefull to us, it might be worth something on the black market.

I've already inclined I think it's smarter if we take a detour throught the human town.(Maybe if we take the fullest looking goblin intestine to dump in their well?) There'll be doctors, there'll be food, booze, maybe even a human or two that go missing and a house that catches fire for some reason. With humans in it, sleeping.

I suggest we keep the elf out of town to prevent futher 'trauma', and let him tell us what he needs. Humans like building homes out of wood, if he's got the slightest architectural or aesthetic sense, that'll really depress him. If not, he'll mourn the trees that died for those shacks.

Edit: Oh, and if anyone asks, we teamed up with the elf to avoid bogeymen after a goblin ambush killed our friend Urist.

Edit2: Did we remember to pick up our axe?

Edit3: Let's not sleep for a bit. Remember what the gauntlet spoke to Nerin in his sleep? He had our weak-willed Nerin alone and a lot of controll over what happened in said dream. We don't want to give the gauntlet that kind of controll when there are no crunchy humans between us and our allies.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 28, 2013, 01:15:39 pm**

Quote from: gman8181 on October 28, 2013, 10:42:39 am

Take the goblin heads as trophies. Maybe later we can attach them to our clothing to warn off others who might try something like that against us again.

Are yuo referring to the goblins heads or the shrunken heads which they were carrying? (of mixed variety)

Quote from: AfellowDwarf on October 28, 2013, 10:52:41 am

..Did that gauntlet just play in on me? I'm not sure if we should try to take it off while we're in this state. Who knows, it might give some kind of backlash. Besides, I'm sure we'll be able to overcome it if it starts urging us to kill the humans, and they probably deserve it if we can't.

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- 1. .oOo., .oOo., .oOo. < different colours
- 2.Okay so you want to pick up all the filthy goblin scraps...convincing Nerin to smoke that might prove tricky. The same goes for rummaging around in the goblin's guts.
- 3.Same as above, but rolling successfully on this won't be easy.
- 4. -\_\_\_\_\_-'
- 5 I believe I've pointed this out but the elf is starving, don't forget about him.
- 6 Noted.
- 7 Yup, same with the cape. (forgot to draw the cape)
- 8 Who could ever say no to a nightly stroll through the woods after being pummeled around by a disfigured goblin...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 28, 2013, 01:45:38 pm**

Quote from: slowpokez on October 28, 2013, 01:15:39 pm

1. .oOo., .oOo., .oOo. < different colours

Oh, I figured the maniac laughter voice was another little something that came out of the gauntlet. Thanks for clearing that up.

Quote from: slowpokez on October 28, 2013, 01:15:39 pm

2.Okay so you want to pick up all the filthy goblin scraps...convincing Nerin to smoke that might prove tricky. The same goes for rummaging around in the goblin's guts.

I'm not saying smoke anything right away. The elf would get mad at our pipe. I also don't suggest rummaging about the guts.(unless we go stomach hunting) Just giving it a quick look for undigested food.

Quote from: slowpokez on October 28, 2013, 01:15:39 pm

5 I believe I've pointed this out but the elf is starving, don't forget about him.

~~Ah, the 'might not make it to the human town' kind of starving, then. Let's point the elf to our authentic, hand crafted goblin filet to still his hunger.~~ Edit: Oh, right. Of course we need to feed him once we arrive.

Quote from: slowpokez on October 28, 2013, 01:15:39 pm

8 Who could ever say no to a nightly stroll through the woods after being pummeled around by a disfigured goblin...

Eh, I figured it's that or risking a murderous rampage.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 28, 2013, 03:25:36 pm**

I don't think Nerin or any of us is a skilled butcher, so no more diving in the filty lake of goblin organs. Gather stuff that looks shiny, like earrings, and go to that village, get some food for the elf. Or convince him to eat some roots, or inner softer part of tree bark, or tree sap, harvested carefully of course so the tree can heal. You could even look for fruits and other edibles, if the goat eats it on it's own it's not poisonous to you either.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 28, 2013, 03:57:30 pm**

Shrunken heads and the actual goblin heads if possible.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 28, 2013, 07:49:30 pm**

Quote from: gman8181 on October 28, 2013, 03:57:30 pm

Shrunken heads and the actual goblin heads if possible.

Oh, sure, we're not collecting the stomach, but the head can come? Do you have any idea how much disgusting stuff is in those heads? His balls, my balls, your balls, elven balls, dwarven balls... It's all in there.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **October 28, 2013, 08:08:07 pm**

Well I'd say the head is less likely to be filled with feces than the intestines, so that's something. Also why are all of our balls in the goblin's stomach? I think I would remember losing my balls.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **October 28, 2013, 11:18:18 pm**

Take any shinies, sparklies, or thumbs. Give the elf the knifegoblin's knife, so he can actually defend himself. Also take the cudgel.

If the elf is hungry, then it can cook a goblin. Elves eat goblin, right?

If we have any spare glass bottles, then harvest the goblin stomach acid. No point taking the stomachs, they will just digest themselves.

Engrave pictures of the ugly goblin on trees while waiting for the elf to eat.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 29, 2013, 01:42:13 am**

Quote from: gman8181 on October 28, 2013, 08:08:07 pm  
Also why are all of our balls in the goblin's stomach? I think I would remember losing my balls.  
Oh, no, they're in his head. Have you heard him talk?

Edit: Also, haven't we just heard the elf say that elves are scared of metal?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **October 30, 2013, 06:26:17 am**

Let's see if the elf can be of any use, elves have no issue butchering sentients and making trophies out of them, so let's have the elf butcher the goblin corpses and let's make meals out of their meat/organs, also the elf could make crafts/trophies from their bones, maybe a bow and some arrows so he can be useful in the defence department?

Also it would be nice to go look for the nurse and get healed, can't the elf track? (maybe the goat can?) let's have the goat sniff a piece of cloth the nurse left behind (maybe some rags inside the coffin) and have the goat track the nurse like if it were a tracking hound! :D I bet she's still lost in the woods and we need health care/a somewhat useful companion, I reckon if we are going to have a pussy in our party (the elf) another one that actually has one (the nurse) and can heal us wouldn't hurt either!

By the way who killed the other two goblins? the goat? it couldn't have been... the elf!!?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 30, 2013, 03:28:27 pm**

Quote from: Kaos on October 30, 2013, 06:26:17 am  
It couldn't have been... the elf!!?  
Maybe he dared the one to bite the other's scrotum and things escalated between the two?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **October 30, 2013, 07:12:39 pm**

Quote from: AfellowDwarf on October 30, 2013, 03:28:27 pm  
Quote from: Kaos on October 30, 2013, 06:26:17 am  
It couldn't have been... the elf!!?  
Maybe he dared the one to bite the other's scrotum and things escalated between the two?  
... just... eh... scrotum... ah?... ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 30, 2013, 07:19:38 pm**

Quote from: Kaos on October 30, 2013, 07:12:39 pm  
Quote from: AfellowDwarf on October 30, 2013, 03:28:27 pm  
Quote from: Kaos on October 30, 2013, 06:26:17 am  
It couldn't have been... the elf!!?  
Maybe he dared the one to bite the other's scrotum and things escalated between the two?  
... just... eh... scrotum... ah?... ???

This guy clearly do not share your ability for interpreting broken goblin speech, would you care to inform him of previous discussions in said language? :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **October 31, 2013, 03:04:31 am**

The elf would be useless as a butcher just as he's useless as a warrior or a herbalist. We need him to escort us to his homeland, there we let him sing good things about us, and we look for some hot badass archer she-elf companion.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **October 31, 2013, 07:39:19 am**

As we're about to move out the voices go crazy and plans a detailed ransacking of the mutialted goblins, can't say I'm looking forward to going down the hole again...  
The little trinkets and coins I was asked to retrieve felt like a reasonable bounty for a few minutes of casual looting but the voices had bigger plans, much bigger. After hours of notorious labor I managed to aquire 2 goblin heads, 3 shrunken heads of unknown origin, some dirty clothes, an entire goblin stomach and an additional coin. I even tried to have the elf join me in my work which he found utterly distasteful, bringing back a memory of him saying that canibalism amongst elves is only a habit common to their most ruthless warriors and that it's a poor representation of the elves as a whole. I manage to stop myself before handing him the knife as he also mentioned something about elves not being able to wield metal tools. In the end we decide we got to head for the human village nearby even though the elf believes it to be a bad idea...

As we set out the night had gotten darker and the clouds covering the moon had grown thicker, soon a strong westward wind was upon us...

-Hey...  
-\*cough\*  
-How did you kill the goblins? You know there was three of them...  
-Oh, I have a...  
Don't tell him about the gauntlet idiot!  
What we're freinds!  
Yea, then let's keep it that way!  
But...  
No butts!  
Heh...butts.  
I...



It's an evil artifact or something, you can't just walk around telling people about it!  
But then what do I say!?  
This is the time for some sweet, sweet dwarven propaganda!  
Uhhh  
-Have what?  
-An axe!  
-Eh?  
-A mighty axe and an even mightier beard! Don't underestimate the dwarven battle prowess, we were born for war! Mohahhahaha...  
That was a bit insensitive on the other hand...you know the whole dwarves killing elves n shit?  
Opps.  
-...hahhahaha...uhmm just kidding...

\*A sudden bolt of lightning followed by a shower of heavy rain breaks the awkward silence\*

Maybe we should drop the elf...  
What?  
You know finding a dwarf wondering the woods alone is wierd enough...but a dwarf and an elf is bound to raise some questions...  
He'll die if we leave him!  
No, I mean we keep him out here out of harms way and bring him some food of some sort...  
But...  
Butt.  
Don't worry Nerin we'll even leave Wilfred to guard him.  
Wilfred's a goat!  
And he's an elf, I don't see your point.  
...

After discussing it over with Amathspar I leave him a few urists outside of the town and force my way through the falling rain.

The town was smaller then I expected and the houses were poorly constructed and dirty, in the end I approach one of the less shitty looking houses.

[Spoiler](#) (click to show/hide)



A towering human opens up the door and had I not been beaten up I might've been a bit frightened however this time he's the one with a scared expression upon his face. I try to explain my story to him but he doesn't really buy it, he says goblins never travel this far east. Showing him a few goblin heads shut him up though. He hesitates for a bit but in the end he invites me in.

At the door he quickly introduces me to his wife and son as well as their maid.

[Spoiler](#) (click to show/hide)



The warm house help me regain a bit of sense and I ask them for a doctor but they explain that there is none nearby, you'd be forced to call for one from a few towns over which would take days. They do however offer me som porridge, not really a kittenstake but you can't complain. As they look away I pour the porridge into my pocket and quickly go for seconds. Once I was able to satisfy some of my hunger



I realised that something was off about the people in there, they seemed kind of sad and rarely spoke. At first I wrote it off as some human thing but int the end I gave in to my curiosity and asked them about it. Once again they seemed a bit hesitant at first but decided to tell me a lenghty tale about how their village got taken over by a group of bandits. Apparantly it all came down to a single man whom had resently joined forces with the bandits, for in the past the villagers had always been able to fend off any such threats. The guy was a convicted felon from Capitol, renowned for his swordplay and lust for women. Ever since he arrived in the area noone has been able to get close to the packleader Gerug, so the bandits are free to wreck havoc upon the town as they see fit. Those that try have been swiftly dealt with by the swordsman whom only rarely leaves Greug's side to indulge in his own lustful activities. I suddenly get a feeling that perhaps I shouldn't stay in this town for too long, doesn't seem like something one would want to get involved in...

I excuse myself and go out for a quick smoke, on my way over to the elf I ponder on how everywhere I go there's nothing but misery and hardship...I kind of miss Rocklod again, something that I hadn't thought of in a long time. Seems so distant somehow...

The elf breaks up into a big smile as I hand him a fistful of oatmeal, whatever proud stature he mightv'e been trying to keep up until now got blown away. There we sit in the flushing rain and stare out into the dark abyss above the treetops, me smoking some filthy rags and the elf stuffing his face with cold porridge...I've had worse evenings I guess....

As I return the humans show me to a small room, perhaps a cubbyhole or a wardrobe, they refer to it as a guestroom but it's clearly too small for a human. But I'm not complaining and thank them wholeheartedly for giving me a warm place to sleep. I wash off most of the blood before I head off to sleep, the little bed that they'd manage to cram into a corner was soft like a sheep, not at all like a dwarven bed. Must be stuffed with fur or something, maybe hay? Never know with these humans. I'm more tired than what I've ever been before but the tender flesh around my broken ribs keeps me awake, guess I should be happy I'm still up and walking though...

Question is what the coming day will have in store for us. Perhaps we try to convince them to let me stay here for a while and regain my strength, or maybe it's time to leave before we get too involved with this stuff...

Can someone find the last inventory check? I'm pretty sure Nerin's overencumbered at this point.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **October 31, 2013, 08:20:05 am**

As much as I'd like to stay and kill humans for either faction, we just don't have the ribs for it.

Alternatively, we could wear our cape as a shirt and flirt with this swordsman. Trick him into drinking too much for his pityable human liver and have him undress. Sleep with him untill he passes out(I guess this part is optional), and kill him in the neck. We'd be the 'hero' of this 'town'.

Edit: We could sneak away at night and liberate a human riding animal. It'd help compensate for Nerin's wounds. We could also swab the riding animal for a human child.

Edit2: Why not evacuate the entire town? The area won't serve humans anymore, the humans will be gratefull to us *and* the humans will have to go through the traumatic process of losing everything they own.

Then maybe we inform the bandits of the evacuation and torch the town while everyone is out.

Edit3: I think this was the last bag update:  
Quote from: slowpokez on August 26, 2013, 05:01:28 pm

-Bag-

Spoiler (click to show/hide)

Map of Blackgate

The scarf

My traveling coat and an empty pipe.

A diorite earring

A goblin axe

Extortusshis

A pair of glasses

A "sidecape"

A copper key

An small unlabeled bottle

New shirt

An old fishing rod.

Less ratweed

A cap

2 Dimple cups and 3 Sweet pods

More wierd plants

A marble marble

A small chisel

2 missmatching buttons

An empty waterskin

A dagger

Leather armor

A clump of wax

3 books

Rotten meat+ lice

15 urists of clothrope

~~A dirty goat with a mild cough.~~ Wilfred

34 coins

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **October 31, 2013, 10:02:06 pm**

I assume this town has a market?

Sell:

Spoiler (click to show/hide)

A diorite earring

A pair of glasses

A copper key

An old fishing rod.

A marble marble

A small chisel

2 missmatching buttons

A clump of wax

Goblin clothes & jewlery

Drop:

Spoiler (click to show/hide)

Rotten meat+ lice

Goblin heads

Shrunken heads

Goblin stomach

Buy

Spoiler (click to show/hide)

Booze. Lots of booze.

Give the elf the sidecape and the wooden club. (Sidecape clashes with the scarf)

Keep everything else

Offer the humans one free item each (from the sell list) in exchange for staying the night.

# Yay inventory management!

We should help free the village from the bandits. Let's teach the humans the art of Dwarven Booze Bombing! Molotovs! Made from booze. Throw molotovs at the bandits.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 01, 2013, 11:32:30 am**

Quote from: NAV on October 31, 2013, 10:02:06 pm

I assume this town has a market?  
Sell:  
Spoiler (click to show/hide)  
A diorite earring  
A pair of glasses  
A copper key  
An old fishing rod.  
A marble marble  
A small chisel  
2 missmatching buttons  
A clump of wax  
Goblin clothes & jewelry

The goblins' clothes might do us some good as replacements when our current ones inevitably get ripped. The chisel might also be usefull if we find a matching hammer.

Quote from: NAV on October 31, 2013, 10:02:06 pm

Drop:  
Goblin stomach

I can get behind dropping it and its contents in the local water supply, but maybe we should wait for an oportunity to throw it into someone's face?

Quote from: NAV on October 31, 2013, 10:02:06 pm

Give the elf the sidecape and the wooden club. (Sidecape clashes with the scarf)

I'm not sure if the elf will use what equals a corpse to him as a weapon. Maybe we should give him a sturdy rock item from the human markets instead. Maybe a saxophone?

Quote from: NAV on October 31, 2013, 10:02:06 pm

Offer the humans one free item each (from the sell list) in exchange for staying the night.

How about we give the father and son the buttons, then hand the rotten meat to the wife while we make a suggestive wink?

Quote from: NAV on October 31, 2013, 10:02:06 pm

We should help free the village from the bandits. Let's teach the humans the art of Dwarven Booze Bombing! Molotovs! Made from booze. Throw molotovs at the bandits.

If we do this, we should 'miss' the bandits once or twice and hit the houses. We should also remove the humans who we'd teach this, some secrets are only ment for dwarven ears.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 01, 2013, 12:43:59 pm**

How about we find a rock, put it in a sock, and give that to the elf as a weapon.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 01, 2013, 01:32:37 pm**

Quote from: NAV on November 01, 2013, 12:43:59 pm

How about we find a rock, put it in a sock, and give that to the elf as a weapon.

I suppose that'd be easier. We could also use the loincloth if we took it.

Edit: You know, the copper key was Teneborsus'. Since we're wearing his gauntlet, we may want to hold on to it. We may also want to peek at the bottle for a moment, now that I think about it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 05, 2013, 09:57:46 am**

Quote from: NAV on November 01, 2013, 12:43:59 pm

How about we find a rock, put it in a sock, and give that to the elf as a weapon.

We should give him the club. If he objects that it's made from murdered trees, we tell him to use it on enemies with that anger in ind, so they won't be able to kill any more trees.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 05, 2013, 10:47:42 am**

Quote from: Tirion on November 05, 2013, 09:57:46 am

Quote from: NAV on November 01, 2013, 12:43:59 pm  
How about we find a rock, put it in a sock, and give that to the elf as a weapon.  
  
We should give him the club. If he objects that it's made from murdered trees, we tell him to use it on enemies with that anger in ind, so they won't be able to kill any more trees.

We should wield what we consider a corpse, as well. Let's bash the maid's skull in with the goblin head. When asked, tell them the goblin did it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 05, 2013, 02:19:44 pm**

Rock. In. A. Sock.  
best melee weapon ever created.

ps. don't kill anyone

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 05, 2013, 02:47:44 pm**

Quote from: NAV on November 05, 2013, 02:19:44 pm  
ps. don't kill anyone

D'aww.

But err, we'd, well...

..We'd get to test the gauntlet! Would it work with a blunt object that isn't a weapon? Would it work when the other person isn't anticipating combat?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 05, 2013, 09:48:54 pm**

Quote from: AfellowDwarf on November 05, 2013, 02:47:44 pm

Quote from: NAV on November 05, 2013, 02:19:44 pm

ps. don't kill anyone

D'aww.

But err, we'd, well...

..We'd get to test the gauntlet! Would it work with a blunt object that isn't a weapon? Would it work when the other person isn't anticipating combat?

How about just not killing innocents? If we find a thief or rapist or maybe those bandits we can beat them to death with a cranium. I still want to throw molotovs though.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 06, 2013, 03:41:13 am**

Quote from: NAV on November 05, 2013, 09:48:54 pm

How about just not killing innocents? If we find a thief or rapist or maybe those bandits we can beat them to death with a cranium. I still want to throw molotovs though.

Innocents? These are humans we're speaking of, remember?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 06, 2013, 04:18:09 am**

Quote from: AfellowDwarf on November 06, 2013, 03:41:13 am

Quote from: NAV on November 05, 2013, 09:48:54 pm

How about just not killing innocents? If we find a thief or rapist or maybe those bandits we can beat them to death with a cranium. I still want to throw molotovs though.

Innocents? These are humans we're speaking of, remember?

Screw innocents. Let's just avoid attacking those who wouldn't attack us on their own.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 06, 2013, 11:27:34 am**

Weak innocents are the perfect victims though. There's a reason lions hunt zebras instead of other lions. Easy prey is good prey.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 06, 2013, 11:53:19 am**

Quote from: gman8181 on November 06, 2013, 11:27:34 am

Weak innocents are the perfect victims though. There's a reason lions hunt zebras instead of other lions. Easy prey is good prey.

I agree. The human maid might have a broom or a plume lying around, but that won't go a long way to hurting us. Let the hunt commence, I say. Well, so long as she's away from the kitchen, that is. Pans and pots might hurt, and we wouldn't want some shoddy human knife to break off in our skin.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 06, 2013, 05:42:53 pm**

No. I forbid Nerin to murder anyone else. Unless there is a very good reason.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 06, 2013, 06:15:31 pm**

Quote from: NAV on November 06, 2013, 05:42:53 pm

No. I forbid Nerin to murder anyone else. Unless there is a very good reason.

hahaha, dearly noted.

I'm glad there came up some new ideas though as I wasn't too keen on doing a full update on inventorymanegement :P, afraid it'll be a few days though as I've got my hands full as it is :-\.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 06, 2013, 06:33:48 pm**

Quote from: NAV on November 06, 2013, 05:42:53 pm

No. I forbid Nerin to murder anyone else. Unless there is a very good reason.

Have you considered that we might have moral reasons to kill the maid? Humans are inheritly filthy creatures, it is one of the many burdens they inflicted upon themselves by being human. The maid is something they invented to ease their punishment, as they try to lower the filth. It is marginally effective, as you can barely remove fith by using other filth. It is, however, a symbolic gesture of their unwillingness to accept their rightfull uncleanness. To let the maid live would be to let the humans get away with being human. We cannot stand for such an injustice.

The goblin head? It's just there for symbolism. Hitting someone with a bloody cranium is very messy way of murder; it'll send the message that we won't stand for human maidship.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 07, 2013, 12:51:46 pm**

There is a good reason (besides AfellowDwarf's clearly well thought out system of morality).

We can take their stuff after they're dead. Also more head trophies. Who wants to mess with a guy carrying around tons of severed heads? It gives off a clear message of "don't mess with me... or I collect your head as a trophy."

Also we can use them as improvised throwing weapons. Throwing is after all, one of the most dangerous combat techniques after it has been mastered.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 07, 2013, 03:23:12 pm**

Can we at least be selective with who we murder? There are currently a group of bandits in this town that we could kill. They probably deserve it.

Humans are not filthy creatures. Have you even seen the inside of a human or goblin fortress? Humans are downright cleanly in comparison. It would also be hypocritical of Nerin to murder people for the crime of uncleanness; going by his previous nickname "Snotbeard".

We have rope, right? We should make a goblin-head flail. That would be cool.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 07, 2013, 03:27:30 pm**

I don't think we're tough enough to take on the bandits. Otherwise you'd have my full support. As I said before, easy prey is good prey. We shouldn't bite off more than we can chew.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 07, 2013, 03:29:38 pm**

Quote from: NAV on November 07, 2013, 03:23:12 pm  
Humans are not filthy creatures. Have you even seen the inside of a human or goblin fortress? Humans are downright cleanly in comparison. It would also be hypocritical of Nerin to murder people for the crime of uncleanness; going by his previous nickname "Snotbeard".

Hypocrisy is nature's honey. We shouldn't be so dismissive of it. Besides, human filth is very different from dwarven filth. You don't see a lot of dwarven maids, do you?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 07, 2013, 05:23:53 pm**

Quote from: AfellowDwarf on November 07, 2013, 03:29:38 pm  
Quote from: NAV on November 07, 2013, 03:23:12 pm  
Humans are not filthy creatures. Have you even seen the inside of a human or goblin fortress? Humans are downright cleanly in comparison. It would also be hypocritical of Nerin to murder people for the crime of uncleanness; going by his previous nickname "Snotbeard".

Hypocrisy is nature's honey. We shouldn't be so dismissive of it. Besides, human filth is very different from dwarven filth. You don't see a lot of dwarven maids, do you?

Wouldn't honey be nature's honey? ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 07, 2013, 05:39:41 pm**

For fuck's sake leave the human civilians alone. For all we know there might be some powerful nobleman who'd be offended by a lonely dwarf slaughtering his serfs. And we don't need any improvised weapons, we have the axe and a dagger, the elf could probably use the club but certainly not a more exotic weapon, and the goat is a goat. Kill the bandits if you want a fight, they have more valuable loot, and you are damn near unstoppable with that gauntlet. We need some practice with fighting, though...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 08, 2013, 01:34:30 am**

Quote from: slowpokez on November 07, 2013, 05:23:53 pm  
Wouldn't honey be nature's honey? ???

Nah, nature's honey kept accusing real honey of hypocrisy, you see. Honey, being nature's hypocrit, didn't want to admit it and pettily called hypocrisy a hypocrit whenever he brought it up and eventually started to avoid him. Now hypocrisy calls themselves nature's honey more often than real honey does, so he's the real one now.

Quote from: Tirion on November 07, 2013, 05:39:41 pm  
We need some practice with fighting, though...

Well, yeah, that's also why we should kill the maid.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 08, 2013, 01:36:16 am**

Edit: whoops, me and my sleepy head.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HissinhWalnuts** on **November 10, 2013, 06:11:57 pm**

We seriously need to stop having sex with every female dwarf we talk to.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 11, 2013, 02:41:32 am**

Quote from: HissinhWalnuts on November 10, 2013, 06:11:57 pm  
We seriously need to stop having sex with every female dwarf we talk to.

There are no female *dwarves* where we are going. ;)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 11, 2013, 03:37:50 am**

Quote from: HissinhWalnuts on November 10, 2013, 06:11:57 pm  
We seriously need to stop having sex with every female dwarf we talk to.

We've got a male elf waiting outside, if that's more to your taste.

Edit: Also, the second nurse the 'non-elven' lady, Norede and Gulog's wife are still on our to-do list.

Edit2: The doctor too, by looser definitions of gender.

Edit3: We should find out weither these humans have a messenger, and mail the 'to-do list' something saucy. Maybe if we take some liberties on the way our 'encounter' with the gobins went down?

Edit4: We can describe the way to the 'non-elven' lady's house in reverse from the brewstry and we can call nuse#2 a 'raven haired nurse', so the message should find its way to them without problems.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HissinhWalnuts** on **November 11, 2013, 06:24:38 pm**

God damnit, we're going to get aids soon

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 12, 2013, 01:53:26 pm**

Don't worry. If I've done my math right, we'll die in a fire long before we catch a disease.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 14, 2013, 05:58:01 pm**

Quote from: HissinhWalnuts on November 11, 2013, 06:24:38 pm

God damnit, we're going to get aids soon

No STDs in this world ;)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 15, 2013, 12:49:45 pm**

Quote from: Tirion on November 14, 2013, 05:58:01 pm

No STDs in this world ;)

Genital skin rot syndrome dust. And no- that won't be a turn off if I can help it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 15, 2013, 11:18:40 pm**

I'm wondering if we should maybe find Nerin some condoms. I mean seriously. Don't want a bunch of Nerin Juniors running around. They might inherit our schizophrenia.  
(That should actually be a gameplay mechanic. We should be able to control Nerin's kids if he has any.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 16, 2013, 03:59:56 am**

Quote from: NAV on November 15, 2013, 11:18:40 pm

I'm wondering if we should maybe find Nerin some condoms. I mean seriously. Don't want a bunch of Nerin Juniors running around. They might inherit our schizophrenia.  
(That should actually be a gameplay mechanic. We should be able to control Nerin's kids if he has any.)

I'm all for trying to make offspring, but there isn't really any eligible female nearby. Maybe we could try finding some animal people, or just wait for the elves or a human prison.

Edit: Also, controlling two people at the same time and making them argue would be a little too meta-schizophrenic.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 19, 2013, 05:16:20 am**

Quote from: NAV on November 15, 2013, 11:18:40 pm

I'm wondering if we should maybe find Nerin some condoms. I mean seriously. Don't want a bunch of Nerin Juniors running around. They might inherit our schizophrenia.  
(That should actually be a gameplay mechanic. We should be able to control Nerin's kids if he has any.)

Was there ever a gameplay section where we could control dwarven **children** to do anything useful? :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 19, 2013, 10:50:39 am**

Quote from: Tirion on November 19, 2013, 05:16:20 am

Was there ever a gameplay section where we could control dwarven **children** to do anything useful? :D

I think it involves retractable bridges, and/or hungry animals. You could do that without controll, but it's less efficient.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 19, 2013, 01:43:30 pm**

Why is it that everywhere I go life is just such utter shit? Can’t I catch a break sometime and end up somewhere without constant fear and discrimination? You always hear about how rich and pretentious the humans are but these people are poor and dirty, living in fear of an external threat. Even Silverdrop with all its extensive riches had very harsh living conditions and a broken rulership... Oh, how I miss Rocklod...  
Pfff, life is a cruel game; you just outta know how to play.  
Yea, and whenever and when you’re about to lose you cheat the ever living shit out of life!  
To be honest with you, Rocklod was a pretty shitty place too, really behind the times when it comes to technology and with a constant goblinthreat `round the corner. It was just a matter of time before it went down.  
I guess...  
All right, enough sobbing! Now we got to plan our next course of action.  
We could go kill some humans?  
Nah, not with ribs like these.  
I think I know how we could become heroes...  
We’re listening...  
Okay, we seduce the swordsman by...  
For fuck sake...  
...wearing our cape as a shirt and flirting with this swordsman. Trick him into drinking too much for his pitiable human liver and have him undress. Sleep with him until he passes out (I guess this part is optional), and kill him by slitting his throat. We'd be the 'hero' of this 'town'!  
There are more faults with this plan than what I could list in a lifetime...  
\*To the constant chitter-chattering about blood spill Nerin slowly falls into a deep slumber\*

Morrow come- the man of the house as well as his son had already left and I guess I’d just missed breakfast. Well, the maid pointed me to some scraps strewn around the dining area and even though it was far from a robust meal I had no complaints after a few days in the wilderness. The sudden tranquility in this little town made realize that my bag was reeking and bursting to its rims with useless crap, maybe I should clean it out a bit...  
First off I dropped all the rotten shit; rotten meat, the heads of the goblins and the goblin stomach which disintegrated into a pool of acid upon dropping unto the ground. Some voices pointed out that the shrunken heads might rot as well, which was of course opposed by others since shrunken heads are dried beyond the point of spoilage. I was completely indifferent to the outcome and in the end they were still to be part of my inventory, of course without anything resembling a purpose being stated. I decided to keep the key and the

unlabeled bottle which contained a murky liquid with a stingy aroma, probably not for drinking though. As I tried to rid myself of more useless stuff the voices stopped me and prompted that I would seek up a market and sell off all the junk.

Sigh... off I go!  
[Spoiler](#) (click to show/hide)



After a quick searched which went from one end of town to the other I realised that there probably was no market, what a shitty place. I started looking for a small horse or a pony, anything really that might speed up my travels but all I found was a singly hoarse horse probably serving both as a work animal and a mount. To be honest I was a bit glad we didn't find anything as I assume the voices would've wanted me to aquire it through Illegitimate means. Ah well...

Instead I bought some beet spirits for me and a turnip for the elf from one of the farmers, a lot of the people I passed gave me some hard to read looks. Perhaps they'd never seen a dwarf before, perhaps they found my choice of goods to be strange or maybe they had something against me? Hard to tell as I'm not too involved in the relation between dwarves and humans, but last I checked we were both allies and business partners. Hmm...  
I went back to where I had left off the elf. He looked more like some weird swamp creature then an elf at this point, covered in mud with rainwater drizzling down his hair and horribly emaciated features. I didn't think it was possible to enjoy a turnip to such an extent but Amathspar proved me wrong. The voices whom were very disappointed in the elves lack of fighting abilities had me fashion together a simple sling from a goblin loincloth and a rock. I prompted him to take it however he denied my offer and claimed that only those weak of will have to succumb to violence, further promising that the next time such a situation arose he'd talk our adversaries out of it. I spent the rest of the day drinking with Wilfred, once dusk was approaching I returned to the abode where I had taken residence for the time being.

The owner of the house was however not too thrilled about my return and exclaimed that this was in fact not a charity housing for filthy travellers. As he explained the core of my predicament I caught a glimpse of his son finding the speech amusing while his wife stood in silence with a sincere frown on her face. I guess the impact of my previous entry had worn off as well as their welcoming attitude. But if there's one thing I've learned from "reading" all those books it's that humans can always be bought, and for just a few coins and a minute of bargaining they once again changed their mind.  
This dinner was not quite as pleasant this time around since my senses weren't dulled from battle and starvation I could pick up on the desperation in their voices, the depressing desperation of oppression. Also their rare conversations were peaked with racial slurs obviously angled towards me, resulting in me having to work pretty hard on holding back the voices attempting to go on a murdering spree. This awkward status quo was finally broken when I heard raised voices from outside the window.  
[Spoiler](#) (click to show/hide)





-Shouldn't we help him!?

-Do as you please, don't get us involved though.

-But he's from your town; you can't let stuff like this happen in broad daylight!

-Ah, keep your trap shut, ya fckn mole.

-...

I hesitate for a moment too long and the bandits are gone and the assailed man managed to wobble away. But then again if these people manage to keep an entire city on edge what can I realistically do!?

I felt kind of angry as I returned to bed, I'm rarely angry but it seems to have caused bit of a turmoil in my head. The voices take this opportunity to return to one of their favourite activities; gruesome murder with a symbolic twist justified by a long and complicated explanation based off of the paranoid ones twisted moral standards.

Have you considered that we might have moral reasons to kill the maid? Humans are inherently filthy creatures, it is one of the many burdens they inflicted upon themselves by being human. The maid is something they invented to ease their punishment, as they try to lower the filth. It is marginally effective, as you can barely remove filth by using other filth. It is, however, a symbolic gesture of their unwillingness to accept their rightful uncleanliness. To let the maid live would be to let the humans get away with being human. We cannot stand for such an injustice.

Others whom felt my inherit dislike towards humans did for once feel the need to stop me from committing to such acts, as if I had something to do with it. No, this went on for quite some time, back and forth continuously; some even rationalized these acts by implying a need to explore the gauntlets usage. In the end the whole thing ended in a compromise involving scouting out the situation but no preemptive killing. As I passed the maids room I heard a strange noise, (are they on to me!?), luckily I'm quite sneaky from all the hiding around at Blackgate. Nothing happens and the sound remains constant. Hmmm, perhaps I should investigate.

[Spoiler](#) (click to show/hide)



Ahhh fuck! Why do I always have to get a look of someone's hairy ass-crack when I do this!? Why can't there never be some hot lesbians bathing or a perfectly stealable pile of jewelry or something!? Fuck...

This is wierd Nerin.

What?

Are you stupid? That's the farmer dude who owns the house and the maid.

So what, people do what they want?

No, humans can't do what they want. They got like lots of ethics and rules concerning this kind of stuff, like marrige and those kinda things.

Dwarves get married too...  
That's completly different, then it's just a good excuse to get drunk for three days straight!  
Well anyway, that kind of spoiled that plan, how 'bout you keep looking around in 'ere, eh?  
Sure...

The other two in the household seemed to be sleeping soundly so I took a look around the house. The place looked better than most of the other houses around but it was clear that this habitation had seen better days. There was a lot of stuff unusual for a poorer household stuffed into the corners, chandeliers, heirlooms, spices, carpets, ink, paper and so on. Their supply of liquor was disappointingly small for a dwarven taste, also too small to steal anything unnoticed.

Hmmm, what to do next? Actually start killing humans? Attempt to defeat the bandits? Steal some things like books or food and make a run for it. Or I guess we could just rest up another day and then journey out without getting too involved.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 19, 2013, 02:11:54 pm**

Wake up the wife and tell her what's going on. Watch the hilarity ensue. Then... maybe... kill them all?

Also, couldn't we have kept the goblin heads? :(

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 19, 2013, 02:35:01 pm**

Quote from: gman8181 on November 19, 2013, 02:11:54 pm

Wake up the wife and tell her what's going on. Watch the hilarity ensue. Then... maybe... kill them all?

Also, couldn't we have kept the goblin heads? :(

I like this plan. Maybe we can tell the wife that we were woken up by screams coming from the maid's room, and suspect there might be a bandit inside. Hand her a knife from the kitchen. Maybe we could replace the goblin heads with human ones?

We could also use fire on the house, after grabbing a few valuables. Maybe a hammer to match our chisel if one's at hand? We then set fire to a nearby house(if we can do so undetected) and leave.

Edit: I suppose we would start this fire by the maid's room, as the farmer and maid will be the first to react. We can light something dry first, a shrunken head perhaps, to get the fire going. I suppose that stealing children during the commotion would be a little too risky. Maybe if we find some oil here, we could dump it in the water source and have the human's efforts to stop the fire be in vain.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 19, 2013, 03:38:44 pm**

Yeah tell her we heard screaming and give her a weapon. While their distracted fighting each other we can go about looting the house and walk outside. When we're outside, hopefully they'll still be inside and we can set the place ablaze.

Leave a note for the bandits saying we weren't impressed with their work and we're challenging them to take things up a notch.

Putting oil in their water source is also a really funny idea.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 19, 2013, 03:47:04 pm**

Quote from: gman8181 on November 19, 2013, 03:38:44 pm

Leave a note for the bandits saying we weren't impressed with their work and we're challenging them to take things up a notch.

Ooh, we're provoking the bandits.. I like it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 19, 2013, 03:49:15 pm**

Quote from: gman8181 on November 19, 2013, 03:38:44 pm

Yeah tell her we heard screaming and give her a weapon. While their distracted fighting each other we can go about looting the house and walk outside. When we're outside, hopefully they'll still be inside and we can set the place ablaze.

Leave a note for the bandits saying we weren't impressed with their work and we're challenging them to take things up a notch.

Putting oil in their water source is also a really funny idea.

Put the unidentified liquid in their water source instead. We can use oil later.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 19, 2013, 03:52:48 pm**

Quote from: Tirion on November 19, 2013, 03:49:15 pm

Put the unidentified liquid in their water source instead. We can use oil later.

We don't know if the unidentified liquid is flammable, though.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 19, 2013, 06:51:39 pm**

Quote from: AfellowDwarf on November 19, 2013, 03:52:48 pm

Quote from: Tirion on November 19, 2013, 03:49:15 pm

Put the unidentified liquid in their water source instead. We can use oil later.

We don't know if the unidentified liquid is flammable, though.

So? They don't set fire on their water, they drink it. Oil on water would be noticable and harmless in most situations, a half\* bottleful of stuff in a well is potentially neither.

\*Keep some of it, we want to observe it's effects so we know how we can use it later.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 19, 2013, 06:55:19 pm**

The idea was that they'll use the water to put out the fire we suggested starting.

We set fire.

We put oil in water.



People attempt to put out fire using above mentioned water.

Oil in water makes fire worse.

That was the general idea anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 20, 2013, 05:19:20 pm**

+1 setting fires (as long as it only harms the bandits).  
+1 oil in water.

-1 to putting the mysterious liquid in the well. We should test its effects on a single person first. How about Amathspar the elf?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 20, 2013, 05:27:42 pm**

I vote agenst both the oil and the fire. they can just use dirt or even cloth to smother the fire and the oil would just float on top and stick to the buckets anyways.

But what sort of oil is it? We may be able to fry some food.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 21, 2013, 08:41:00 am**

Quote from: NAV on November 20, 2013, 05:19:20 pm

+1 setting fires (as long as it only harms the bandits).

Technically true using a somewhat wider definition of bandit.

Quote from: NAV on November 20, 2013, 05:19:20 pm

-1 to putting the mysterious liquid in the well. We should test its effects on a single person first. How about Amathspar the elf?

We do want the elf to make it to elftown alive. Think of him as a gift, you don't want to poison those.\*

Quote from: Aseaheru on November 20, 2013, 05:27:42 pm

I vote agenst both the oil and the fire. they can just use dirt or even cloth to smother the fire and the oil would just float on top and stick to the buckets anyways.

We're not talking about a small fire here. We're talking about three or so sleepy humans trying to put out a house-fire untill the rest wakes up. The oil might not prevent them from putting out the fire, but it will increase panic.

Quote from: Aseaheru on November 20, 2013, 05:27:42 pm

But what sort of oil is it? We may be able to fry some food.

We haven't even found oil yet.

\*Edit: He's more of an icecream maker then a stripper-in-a-cake, but it's the thought that counts. Although, I guess we could arrange something if we fed him enough alchohol. Does anyone have any idea how to make a cake?

Edit2: We can at least make frosting with sugar and booze. Dress him in the thong and cover him in it?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 21, 2013, 04:57:40 pm**

if we havent found oil how the fuck can we put it in wires?

And what would we GET out of setting the town on fire? Goods that just burned? Respect from angry ass humans with pointies? Death?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 21, 2013, 05:02:58 pm**

Quote from: Aseaheru on November 21, 2013, 04:57:40 pm

if we havent found oil how the fuck can we put it in wires?

We'd search these humans' home for it. If we find it, it'd be a bonus. Also, wires?

Quote from: Aseaheru on November 21, 2013, 04:57:40 pm

And what would we GET out of setting the town on fire? Goods that just burned? Respect from angry ass humans with pointies? Death?

We'd be getting goods and death. Humans that burn to death, while a reward on their own, won't be able to tell other humans that their stuff went missing: We could take what we like. We'd also provoke the bandits, causing more death, or at least more misery.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 21, 2013, 05:04:41 pm**

Molotov ---> Bandits

No oil in well, no setting houses on fire, just molotov.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 21, 2013, 05:05:28 pm**

Quote from: gman8181 on November 19, 2013, 03:38:44 pm

Leave a note for the bandits saying we weren't impressed with their work and we're challenging them to take things up a notch.

Eh, Nerin still can't write :)

By the way, there’s this one thing I’ve been wanting to ask for a while. Is anyone bothered by my inconsistent way of drawing? I have a hard time sticking to a certain style without getting bored you know. Some people feel that this kind of inconsistency takes away from the narrative while others find it refreshing. If you don’t know what I mean you must at least have noticed how some images are drawn while others are painted, right? To be honest I guess the same goes for my way of writing, often switching perspective mid-sentence :P Gimme some feedback :D

Quote from: AfellowDwarf on November 21, 2013, 08:41:00 am

He's more of an icecream maker then a stripper-in-a-cake, but it's the thought that counts. Although, I guess we could arrange something if we fed him enough alchohol. Does anyone have any idea how to make a cake?

We can at least make frosting with sugar and booze. Dress him in the thong and cover him in it?

Nah man...don't make me do this kinda shit...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 21, 2013, 05:10:57 pm**

Yah, we can always kill the bandits, but people, please note that BURNING DOWN THE TOWN also BURNS THE LOOTS.  
Infact, +1 to bandit burning.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 21, 2013, 05:11:54 pm**

Quote from: slowpokez on November 21, 2013, 05:05:28 pm  
By the way, there's this one thing I've been wanting to ask for a while. Is anyone bothered by my inconsistent way of drawing? I have a hard time sticking to a certain style without getting bored you know. Some people feel that this kind of inconsistency takes away from the narrative while others find it refreshing. If you don't know what I mean you must at least have noticed how some images are drawn while others are painted, right? To be honest I guess the same goes for my way of writing, often switching perspective mid-sentence :P  
Gimme some feedback :D

I'm not too bothered about the art styles, though there was something I couldn't quite put my finger on regarding your writing. I guess it might be what you're discribing. On the other hand, I tend to find your writing quite humorous.

Quote from: slowpokez on November 21, 2013, 05:05:28 pm  
Nah man...don't make me do this kinda shit...

Noted. (I'd be suprised if anyone actually agreed to do this, but then, the same could be said about the thing with the nurse.)

Quote from: Aseaheru on November 21, 2013, 05:10:57 pm  
Yah, we can always kill the bandits, but people, please note that BURNING DOWN THE TOWN also BURNS THE LOOTS..

Metals won't burn, remember? We can't carry the entire town, and metal objects are probably worth the most of all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 21, 2013, 05:16:17 pm**

Most metals used in trinkets have relatively low melting points. Also, any fire that kills everyone in the town is gonna attract attention, and do you remember how close towns are in the game? Also, metal is fucking HEAVY. Even if we have a cart we still wont be able to carry much, and any cart that would survive the fire would probably have angry humans.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 21, 2013, 05:25:26 pm**

Quote from: Aseaheru on November 21, 2013, 05:16:17 pm  
Most metals used in trinkets have relatively low melting points.

I'm willing to bet that some of the human pots are made out of fire-safe materials. Besides, weapon grade metals don't melt in fire, do they? There's plenty of bandit weapons to go around.

Quote from: Aseaheru on November 21, 2013, 05:16:17 pm  
Also, any fire that kills everyone in the town is gonna attract attention, and do you remember how close towns are in the game?

There's not a big enough force nearby to deal with some petty bandit gang. Besides, are they going to suspect a lone dwarf over a bunch of bandits?

Edit:  
This is moot, though. We're in no position to loot or burn the entire village. Just a house or two, and the loot from this house will probably be more then we can carry anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 21, 2013, 05:32:36 pm**

Yes, its kinda hard to carry things when impaled with a pitchfork.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 21, 2013, 05:44:15 pm**

It is night. People will not see us set fire to the houses.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 21, 2013, 05:53:44 pm**

Can you be positive? I mean comeon, they got outhouses.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 21, 2013, 06:09:05 pm**

Quote from: Aseaheru on November 21, 2013, 05:53:44 pm  
Can you be positive? I mean comeon, they got outhouses.

We'll look around first, of course. We won't light anything if there's humans to see it, we'd just walk away. If we do get seen by a human, we'll flee at first. If he calls for help, we can get away and the humans will be busy dealing with the fire. If the human does give chase, we can utilize our axe and flee after that.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 21, 2013, 08:45:39 pm**

And they dont have horses or anything? Really?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 21, 2013, 08:50:17 pm**

Our elf can use his druid powers to turn their own horses against them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 22, 2013, 09:27:07 am**

We haven't seen any horses. And we've looked for them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 22, 2013, 03:56:00 pm**

Hmm... Any way for them o contact other towns? How close IS the next town?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 23, 2013, 05:48:34 am**

Quote from: Aseaheru on November 22, 2013, 03:56:00 pm  
Hmm... Any way for them o contact other towns? How close IS the next town?

They could send a pair of messengers, but for every step the village is away we'll be able to take one, and they'll be one futher away. The futher we come, the harder it is for them to track us. Tracking will be hard anyway, as it is night. Any measure that's impersonal will have the recieving village not respond, since they don't want to die from bandits, and have no reason to think that is wasn't the bandits that caused the trouble.

Edit: They could also suspect a bandit ambush if some alarm system is used.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Aseaheru** on **November 23, 2013, 12:11:20 pm**

If they are close enough they wont have to send a messenger.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 23, 2013, 12:32:47 pm**

If they are close enough to see the fire, they'll sent people to put it out, not to hunt down some dwarf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 24, 2013, 05:46:26 am**

What can we gain from setting fire on a dirt-poor civilian settlement? The bandits already have all the easily movable valuables. We have a glass of most likely poison, if it was booze we'd know by smelling it, because, y'know, dwarf. Let's go sneak around those bandits, watch what they drink, and when a suitable moment arises (such as when they are very drunk and/or asleep, or gone from their camp) pour the poison in it. Then just hide and wait, and when they start getting drunk and the poison starts to affect them (even if it's some goblin aphrodisiac instead of poison, they'd probably try to drunkenly fuck each other, which also works for us) use the goblin axe, the knife and our gauntlet to finish them off, getting us some much needed weapons training and psychological hardening.

All this, of course, after making the wife barge in the room where her scumbag husband is fucking the maid ;)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 24, 2013, 06:45:18 am**

Quote from: Tirion on November 24, 2013, 05:46:26 am  
What can we gain from setting fire on a dirt-poor civilian settlement? The bandits already have all the easily movable valuables.

If that's true, why are they sticking around?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 24, 2013, 11:10:37 am**

Eyyy...Nerin?  
Yes?  
How about we alert the poor unknowing wife to the situation at hand?  
Wouldn't that cause a lot of unwanted commotion?  
Unwanted? I'd view it as rather advantageous.  
But I could get in trouble!  
We'd be long gone, no worries.  
But...  
Shhhh...  
Are we gonna rob them?  
Of course my friend, what else!  
Sigh...at least we aren't killing anyone...  
\*knocking on the bedroom door\*  
-What do you want?! She says with a slightly raised tone.  
-Uhhh...  
I can't tell her that I've been sneaking around their house...  
Of course.  
How 'bout we heard some noises from the maids quarters, it might've been bandits you never know.  
-Well you see...there were these weird noises coming from over the maid's room...and...  
-what are you saying?  
-Uhhh...maybe bandits?  
-You can't be serious!?  
-You should check it out; I'll secure the premises meanwhile.  
She's clearly in chock but follows along with the plan nicely.  
\*A few moments of silence followed by chairs falling over and upset voices\*

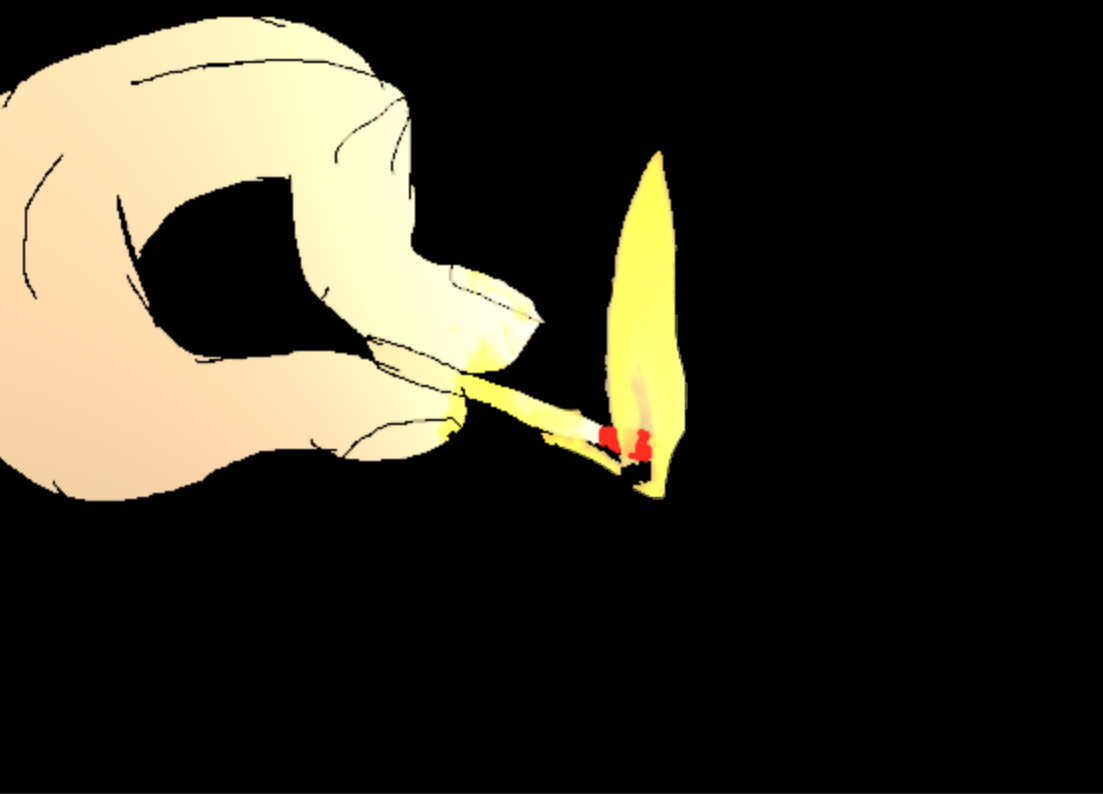
Nerin you know what time it is?  
Nighttime?  
No, it's looting time!  
Euhmm...  
Firstly get some provisions, like food and stuff!  
Okay.  
No what, why are you getting cinnamon!  
What?  
What the fuck are you gonna do with that?  
Oh well...I just...  
No.  
What do elves like?  
How am I supposed to know!?  
Uhhh you think he likes onions?  
Yea bring him lots of onions; I'm sure he'll be delighted.  
Uhhh, what more?!  
Valuables!  
They don't have a lot of valuable stuff...  
Just grab what you find, they might be coming soon!



[Spoiler](#) (click to show/hide)  
+Provisions for five days.  
+A map  
+Some books, no time to identify them though  
+tobacco  
+some silk thread  
+10 coins, (total 41)  
+a bottle of river spirits

Oh, and get some oil too.  
What? Why?  
I'm not really following either?  
Trust me it'll come in handy soon, very soon...  
Sure...  
Okay times up Nerin let's bail!  
\*Running out the door\*

Wait!  
You forgot something?  
Take a look around Nerin.  
There's no one here...  
Perfect!  
What?  
[Spoiler](#) (click to show/hide)



I am Gili Stonehelm!  
God!  
Of fire!  
And reason!  
Noo... what the fuck are you doing!?  
What can we gain from setting fire on a dirt-poor civilian settlement!?  
Hey are you even listening!?

...  
But the paranoid one was unreachable as his mind was lost in the roaring flames before him, a sudden feeling of reminiscence....He'd been here before...many times...

[Spoiler](#) (click to show/hide)  
Gili was a seemingly ordinary dwarf, I guess he was bit of a loner and had some nervous twitches but then again what else can you expect from constantly drunken people living underground. To say that he was disliked would be going a bit too far but his constant paranoia bothered those around him, how can you trust someone whom always stares over his shoulder as if the gods were hunting him.



Well beneath this collected surface hid some kind of twisted being, captivated by committing the most foul deeds imaginable. Foremost I guess he was a pyromaniac, but there was no crime too cruel for Gili to commit; all while he walked amongst the other dwarves as their peer.



But the day came when he was found out, he was beaten and abolished from society. This was thought to be the end of his streak of wrongdoing, oh how they wished they had finished him on that day.



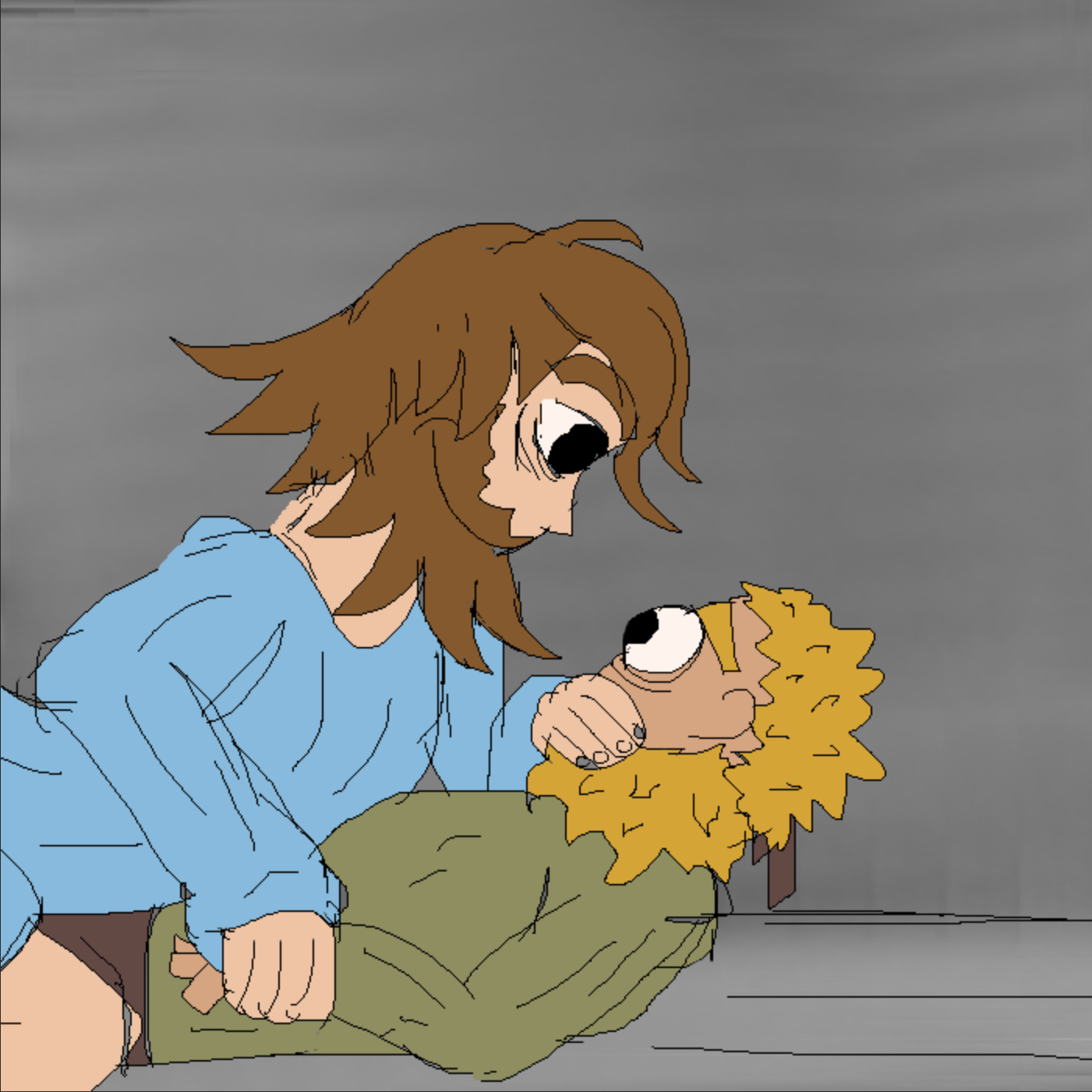
But he returned worse than ever, this time without his guise of ordinariness but completely consumed by his insanity. Wearing a blue dress and a crooked smile he set out to continue his sick ways. They tried to stop him but his insane unpredictability made him uncatchable, his maneuvers too irresponsible to foresee, his escapes too extravagant to actually believe, his mind too sick to understand.



Noone was safe from his crazed ways...



Men as women it meant nothing to him...no one was spared...

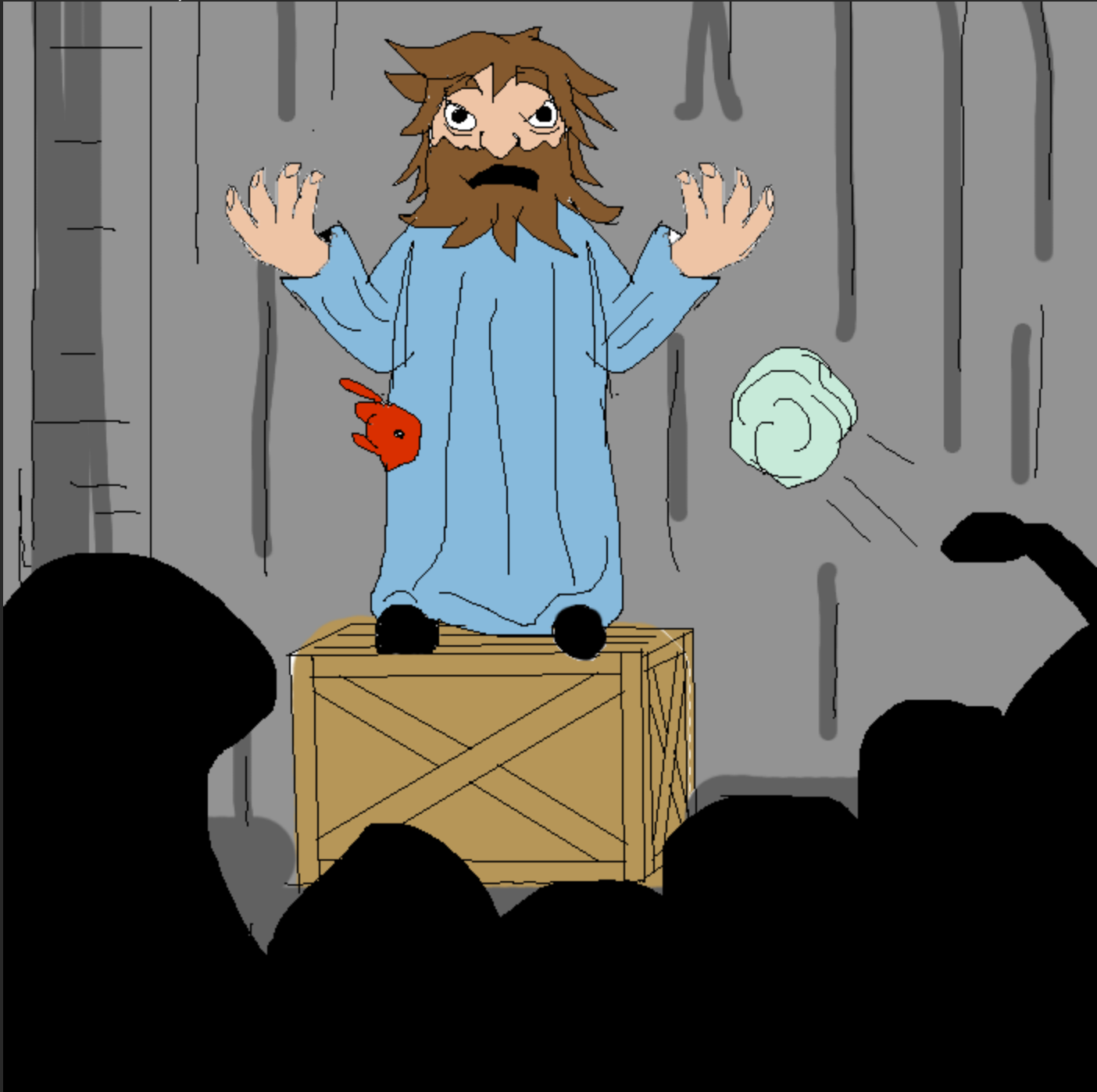


Not even the animals...





His insanity had gone so far that Gili began losing his grip of reality, not before long he believed that he was in fact a deity. He began preaching his ways in the halls, suicide most would call it but perhaps Gili had faith in his own illusiveness or perhaps he actually believed in his own divinity...



But due to a mistake in Capitol's administration Gili's wicked ideals were confused with another diety, before anyone had realised their mistake it was too late...



Suddenly Gili was no longer an outcast but a figure of worship...



But no matter how much things had changed, Gili couldn't put his dark past behind him. His fascination with fire never died nor did his pyromaniac ways...



Everythings slowly fades into a sea of flames....  
^(skippable)^

[Spoiler](#) (click to show/hide)



Okay forget about him! Nerin snap out of it!  
What...what was that?  
Huh?  
I saw something th...  
Doesnt matter! We'll use the chaos to keep on looting!  
What do I do!?  
Just dump the rest of the oil in the well and grab stuff!  
IT'S BURNING EVERYWHERE!  
Yes, stop panicking!  
I'M NOT PANICKING!  
Yes, you're fcuking panicking!

But... what if I kill someone!? I can't go through this again!  
Nerin grab something! We shoudln't let such a chance slip us by!  
I'M PAnICKING!  
\*A few urists later of mad running\*

Nerin...  
Yes...  
We're very disapointed in you...  
...why...is...that?  
Why the fuck did you grab a bloody broom!?  
[Spoiler](#) (click to show/hide)



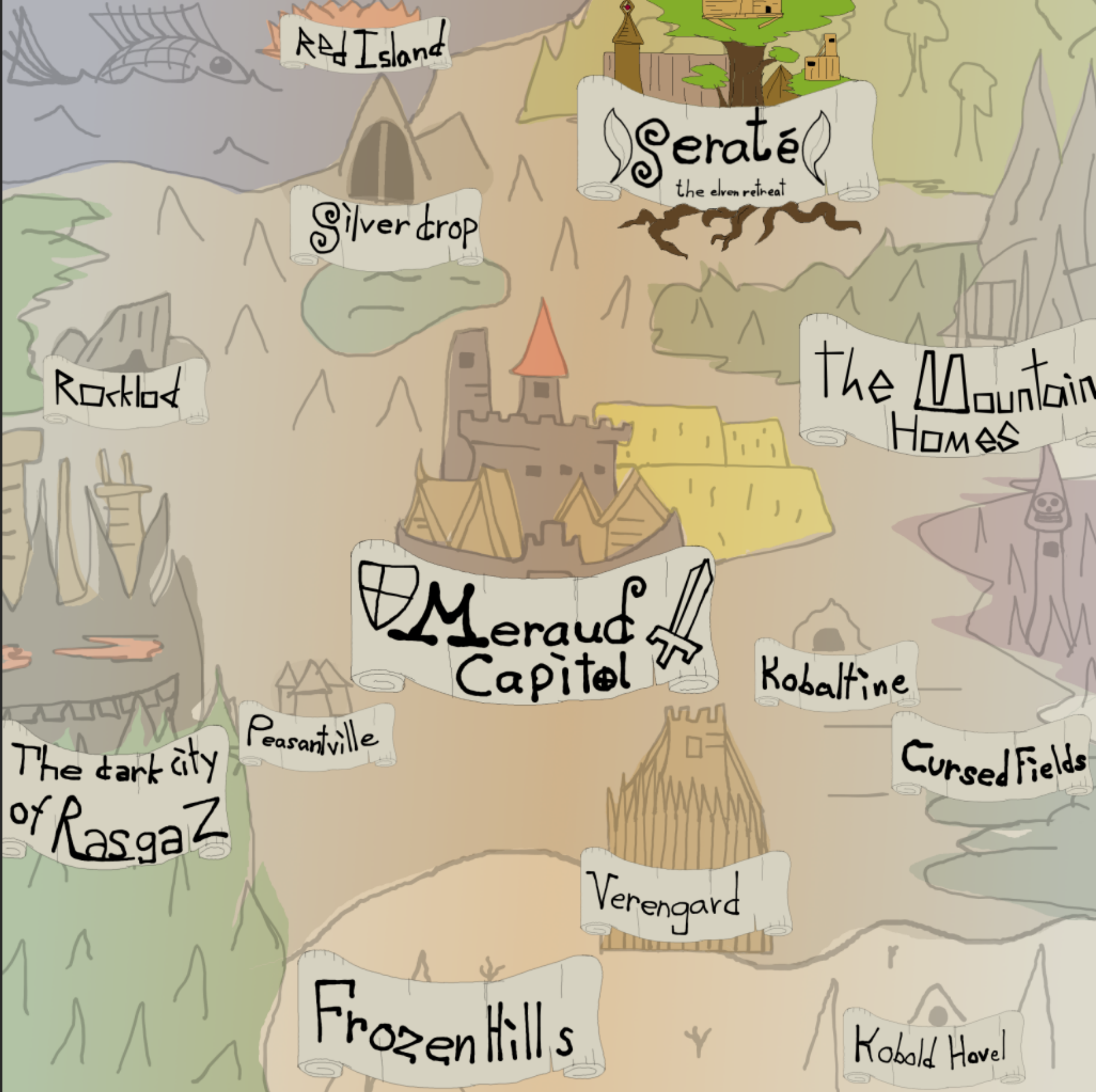
I was uhmm...  
Panicking perhaps?  
yes...  
Sigh...  
Sorry...  
Let's go get Wilfred and the elf.  
Okay...  
Don't tell him that we burned the place.  
Oh, sure...  
Blame it on the bandits.  
Brilliant!  
No, you're just dirt-stupid.  
...

-What's going on?  
-Bandits are burning the town!  
-Oh...  
-We got to depart with haste!  
-Okay...

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[Spoiler](#) (click to show/hide)





Someone wanna help me out with some roleplaying? It's kinda necessary to get the plotpoint with the voices going. :P Just pm me later.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 24, 2013, 11:41:16 am**

Haha that was amazing. I really wish Nerin could write so we could have provoked the bandits too.

Great side story. Really entertaining.

Edit:  
I'm admittedly a little tempted to hang around and see if we can take further advantage of the situation. Still, we probably can't hold any more loot, so probably best to move on...  
But... We might be able to have a little fun with this.  
If the people in the house are dead, we could go around the town telling everyone the bandits caused the fire. Try and rouse their spirits and make them feel that the bandits have gone too far. Suggest it's time to take action and end this once and for all and that any one of them could be next. Commence angry mob scene while we stay behind and watch the fun. Ideally looting more afterwards (either the abandoned bandit camp or town depending on who wins).

It's risky but the potential payoff is good.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 24, 2013, 12:46:30 pm**

Haha! That was pretty great.  
Quote from: gman8181 on November 24, 2013, 11:41:16 am  
Commence angry mob scene while we stay behind and watch the fun. Ideally looting more afterwards (either the abandoned bandit camp or town depending on who wins).  
It's risky but the potential payoff is good.

That's a pretty good idea, if we can find enough willing people nearby. We may want to prioritise on getting patched up first, though.

Edit: You've got a pretty nice fire effect going on there, by the way.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 24, 2013, 01:27:09 pm**

Quote from: AfellowDwarf on November 24, 2013, 12:46:30 pm  
Edit: You've got a pretty nice fire effect going on there, by the way.

Thanks man :), I didn't use any effects or brushes though... ???

Might as well add this1, sort of simplified but a lot easier to read than the more detailed map.  
[Spoiler](#) (click to show/hide)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 24, 2013, 01:41:27 pm**

Quote from: slowpokez on November 24, 2013, 01:27:09 pm  
Quote from: AfellowDwarf on November 24, 2013, 12:46:30 pm  
Edit: You've got a pretty nice fire effect going on there, by the way.  
Thanks man :), I didn't use any effects or brushes though... ???

I'm talking about the animation, where the air is being sucked past Nerin, as if he's a flag.

Would you mind if I borrow one of those pictures of Gili, by the way? I still don't have an avatar.

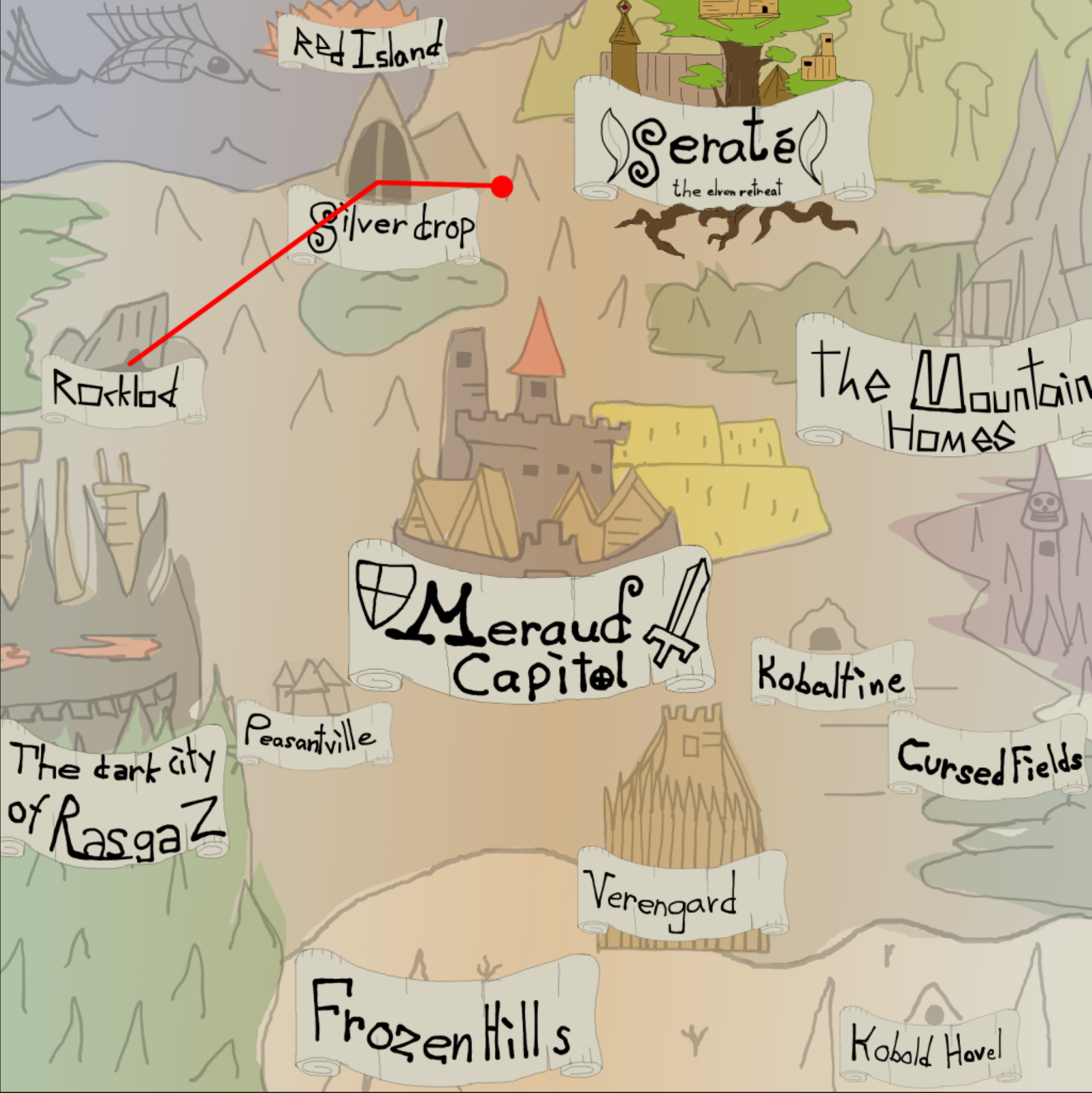
Edit: Are we in peasantville now?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 24, 2013, 04:10:03 pm**

Quote from: AfellowDwarf on November 24, 2013, 01:41:27 pm  
Would you mind if I borrow one of those pictures of Gili, by the way? I still don't have an avatar.  
Do as you please :P  
Quote from: AfellowDwarf on November 24, 2013, 01:41:27 pm  
Are we in peasantville now?

Now I'm glad I didn't post the big map ;D  
Spoiler (click to show/hide)





Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 24, 2013, 04:39:58 pm**

The name threw me off a little. It did seem a pretty big detour.

Edit: Intresting.. The humans know the location of the elves. Things may have changed since last our elf visited seraté. We should show him this map.

Edit2: We'll need to find a town with a doctor. Even though humans have big sausage hands that barely have the dexterity to hold clubs, it beats having surgery performed on you with wooden stakes.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **November 24, 2013, 05:16:07 pm**

Quote from: AfellowDwarf on November 24, 2013, 04:39:58 pm  
Edit: Intresting.. The humans know the location of the elves. Things may have changed since last our elf visited seraté. We should show him this map.

Missed this part?  
Current politics-  
The dwarves are killing elves.  
The elves are trying not to be killed by dwarves, goblins and other things in general. Otherwise they've had a declining population for long and the recent events have not helped them on that note.  
The humans are trying to push back the goblins to defend the outer regions of the realm.  
Silverdrop are increasing their political power by importing dwarves of importance from the Mountainhomes were there are those who see no gain in Raughelm(II)'s crusade.

In summary: The humans don't care much for the other races at all unless they see a profit, usually in the form of dwarven bribes.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 24, 2013, 05:52:45 pm**

Oh. I thought both the humans and dwarves were the ones killing elves. Oops.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 24, 2013, 06:43:10 pm**

Sigh... I don't want to set the world on fiiiireeeee....  
At least we are close to the Elves now. Let's hope they are glad we rescued their bard.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **November 24, 2013, 08:00:39 pm**

I just want to start... A FLAME IN YOUR HEART!!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **November 27, 2013, 01:05:38 pm**

Nice avatar, AfellowDwarf.

What are we even doingÉ like, what is Nerin even trying to accomplishÉ  
Find a doctor, then find a psychologist. Then eat his brain to gain his knowledge.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 29, 2013, 05:30:18 am**

Quote from: NAV on November 27, 2013, 01:05:38 pm

Nice avatar, AfellowDwarf.

What are we even doingÉ like, what is Nerin even trying to accomplishÉ  
Find a doctor, then find a psychologist. Then eat his brain to gain his knowledge.

Ask the elf if there are doctors and psychologists in Sareté.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 29, 2013, 09:21:19 am**

Quote from: Tirion on November 29, 2013, 05:30:18 am

Ask the elf if there are doctors and psychologists in Sareté.

Don't you think elven doctors will be a little hampered in their ability to heal by their fear of metal?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **November 29, 2013, 10:43:50 am**

Quote from: AfellowDwarf on November 29, 2013, 09:21:19 am

Quote from: Tirion on November 29, 2013, 05:30:18 am

Ask the elf if there are doctors and psychologists in Sareté.

Don't you think elven doctors will be a little hampered in their ability to heal by their fear of metal?

On the contrary. Look up obsidian scapels.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **November 29, 2013, 03:07:24 pm**

Quote from: Tirion on November 29, 2013, 10:43:50 am

On the contrary. Look up obsidian scapels.

I suppose we should ask the elf about elven healthcare to make sure they have those.

Edit: We may want to make sure we're traveling against the wind for a while, in case the fire starts to spread.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **December 03, 2013, 12:46:33 pm**

There might be bit of a holdup for a few weeks as I'll be real busy for a while :-\, got some commission work to do and a slew of concept-art for a friend+ on top of that school's picking up the pace and I got a part-time "job". As if that wasn't enough it seems like every single fucking person I've ever met in my entire life suddently decided to have a party in december, when do you accually expect me to be reasonably sober!? (I'm seriously tripple-booked some days -\_\_\_\_-)  
Wait...seems like I'm missing something....Oh yea! Bloody christmas! Fuck.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **December 04, 2013, 02:02:36 pm**

Well then, happy holidays! ;)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **December 04, 2013, 03:51:00 pm**

Have fun and enjoy the well deserved break.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **December 31, 2013, 01:37:58 pm**

Happy new year from me n some of my m8s!(they are however... unknowingly participating in the greeting :P)





Ah well, I'll be back on track soon as long as people still are interested after my "forced" hiatus ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **December 31, 2013, 02:02:07 pm**

Are you the slowpoke? :P

Have a great holiday!

And yes, interest remains.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **December 31, 2013, 02:46:38 pm**

Happy new year, Pokez!

And you'd better believe that intrest remains.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 03, 2014, 11:01:11 am**

Soooo...the bad news is that i started the new year by getting alcohol poisoning...but the good news are that I can get writing again since I gotta stay at home :D  
Well yea...kinda glad my freind decided to punch me until I threw up, you know- probably saved my a trip to the hospital :P , shame though that in my drunken stupor decided to show my gratitude by punching him back... :-\  
Well life's all 'bout learnin' new stuff and there's no better way than stupid mistakes. First and last time I'll ever touch any sort of absint ;D

All right, 'nuff about me- let's get back to Nerin and the story and so on...

As we kept traveling onward on the forested path you could glimpse the haunting shadow of the smoke pillar between the treebranches. I had to continually slow down my hurried pace to not raise any suspicion, a deed which followed quite naturally due to our party's astonishingly slow speed. Well, at least I felt a bit better from the rest even though my wounds still were untended and for once we accually had some food...and a broom...

At daybreak we were forced to take a break, even though my worries were as prominent as ever my ribs could take no more, nor could the half-dead elf whom appeared to be on the verge of decay. Even though the voices probably had chosen the "delightful" onions as a joke Amathspar accually enjoyed the immensely, elves...  
Finally managed to cure my paranoia with a swig of river spirits, a bit old but simply devine after a week of mostly water. Meanwhile Wilfred kept ignoring the lush patches of grass and tried to furiously chew down some rocks, not too bright even by goat standards...

For two days we continued like this, for each passing day I grew a bit weaker however my elven companion had regained some color, just a hunch but probably due to the absence of starvation. I'm glad we weren't met by any horrific accidents or unfortunate events, such as I-dont-know- a goblin ambush maybe? The true blessing though is that we no persuers have caught up with us...perhaps they never realised the cause of the fire...  
Sigh...whishful thinking...

We didn't make contact with any sentient being during those days, it was just walking, walking, walking with the occasional swig of sweet, sweet alcohol. However on the afternoon of the second day we laid eyes upon a covered wagon accompanied by what appeared to be two traders.

Spoiler (click to show/hide)



The voices quickly identified them as traveling merchants, probably from Velfin, a shady bunch. Mostly keeps to themselves and serve under no law, the preaching ended with a warning to be wary and to keep a hand on my pouch.

The two traders were however very welcoming and seemed eager to make our acquaintance, before I knew what had happened we had already joined them at their little camp. They showed great interest in our fight with the greenskins earlier, without mentioning it they were already aware of my wounds. Except for their unexpectedly skillful perception they were full of other weird mannerisms, perhaps most of all their neglecting of our party's unusual composition. We remained this way for a good hour, exchanging stories of our travels across the lands. In the corner of my eye I noticed some flurry of hands movements dangerously close to my Amathspar's pockets; however I was not too worried as the best haul they could hope for would be some old onions. On the other hand I was a bit offended that they chose to go for the scrawny elf rather than me, but the foul play came to a halt as our awareness became mutually apparent leaving only Amathspar in the dark.

Being merchants and all the conversation soon moved onto the exchanging of various wares, however even to my untrained eyes their prices seemed strangely high, single bottles of alcohol for hundreds of coins and pieces of colorful clothing worth more than my entire wardrobe, everything of course imported from faraway lands and worth every last crumb. The voices seemed doubtful so I was hesitant to make any deals, instead I tried to turn the table on them and take the role of the salesman. They seemed awfully unimpressed by all the junk flowing out of my bag until I reached the shrunken heads, and a flare of delight lit up in the trader's eye.

[Spoiler](#) (click to show/hide)





-I take those, and you can have this beautiful mat? Good trade very nice carpet, lights up room like a seashore sunset!

-Uhhh, maybe I could get that in coins instead, it's a nice mat and all but...

-YES, it is very nice, take it!

-Nah...but you know I can't carry a mat...

-It's is okay goat carry mat?

-Well, I don't think Wilfred could handle that...

-A shame really...

-So how about it?

-30 pieces.

That's good right?

What that's only 10 pieces a head! Mmm pun-i-licious...

Wait really? I was planning of getting rid of them anyway.

No, they're trying something here!

How can you be so sure?

-So yes? No?

-Uhhh, that seems a bit meager you know there's three of them and all...

-Where else will you sell shrunk head? Hey, I'll tell you! In nowhere!

-Hmmm, that's a good point...I might take you up on your offer later on...

-Pfff, greedy dwarves, but hey you need doctor? I'm a good doctor, worked as doctor for many years! Good service and so.

-Uhhh

Maybe I should take him up on his offer; I don't know how much further I'll get traveling like this...

Mmm, you might be right...

Nah, he's not a doctor! I can feel it!

Well...we're kinda low on options at the moment...

-How much would that cost me?

-Very good service and highest professionalism!

-Yea, but how much?

-100 coins.

-That's insane!

As much as bloody Dr.nuthead.

Yea...haggle?

-Noooo, equipment cost money I make no profit if I help people for free.

-How about...40 coins? That should cover any expenses on your part...right?

-Hahahha, no but maybe 80 as charity.

-Hey man I don't even have 80 coins on me...

-Okay, 40 coins and the heads? Price for a friend, you can't thank no?

-Hey...that's still... a lot...

-Okay, okay 40 and the goat?

-Not Wilfred!

-My friend I'm trying to make business here!

Okay so how do I handle this? Just walk away and hope that some better option pops up along the way or take him up on either of his offers...maybe I'll try to get some information out of them, they seemed pretty talkative. Maybe I should pick up some provisions? We got food for another 3 nights and there's at least 4 or 5 remaining before we reach Seraté.

I was kinda going to do the christmas thingie...but you know stuff happned...enjoy...\*just pretend it's christmas aaaallllll over again!\*  
[Spoiler](#) (click to show/hide)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 03, 2014, 11:38:04 am**

I have to wonder about his ability to screw us over during the operation. He could go organ harvesting, though we haven't seen any organs so that's probably not a likely scenario. He could just perform a plain robbery, though. Our stuff wouldn't be safe with the elf, and Nerin would likely pass out due to pain if we opt not to take a sedative. The elf probably can't stomach watching the operation, either. Do we know how to make Wilbert throw up? We could leave our stuff with him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **January 03, 2014, 11:46:11 am**

We heal when we use the gauntlet, so we could just kill them with it to heal.

Maybe make a deal where we trade the heads just to stay with them for the night and then kill them while they sleep and take their stuff.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 03, 2014, 02:02:23 pm**

You'd think that these men would know better then to both sleep at the same time, considering they're conmen. Killing the gobbo also didn't heal us that much; we probably need to kill a lot more humans to restore our ribs to a servicable state. That would be perfectly fine if these broken ribs didn't hamper our ability to fight. We'll probably end up **more** wounded if we go on a massacre.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **January 03, 2014, 02:04:44 pm**

I don't trust them as doctors either though.

Maybe the elf can lull them to sleep with his singing.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 03, 2014, 02:16:45 pm**

If we do kill them, we need to figure out a way to do it quietly, or without alerting anyone of our intentions. Perhaps if one of them cought fire by accent, and we started to panic, hitting him with a heavy object in an attempt to put the fire out.

Edit:  
I imagine they'll make a campfire by the night, so we can lure the other into attacking by saying that the burning human brought his fate on himself by burning those tree corpses, and call him names. Then we start kicking his corpse in anger, preferably in the head. I imagine the elf will get pretty vocal as well.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **January 03, 2014, 03:45:14 pm**

We should set their cart on fire.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 04, 2014, 05:31:28 pm**

Quote from: NAV on January 03, 2014, 03:45:14 pm  
We should set their cart on fire.

But what about the booze in the cart?



Edit: If we do get a surgery, we could give them an incentive to keep us healthy and unrobbed. We could mention that, by the way, we know of a big hazard in the area\* that we'll them about after the surgery. That way it'll be risky for them not keep their part of the bargain.

\*Crazy, murderous, village burning bandits, they've seen the smoke and we can advise them to turn around. This'll prevent them from hearing another side of the story anytime soon.

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 05, 2014, 03:26:18 pm**

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Eh, ~~someone surrender their vote or somethin' so we can get things goin'~~ :P

Edit: Cmon, you really gotta go n tie it up again!? :-\

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **January 06, 2014, 07:47:39 am**

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Last time we got treatment good things happened!!!

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **January 06, 2014, 10:28:42 am**

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Hmm. good point.  
Accept the treatment.

---

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 06, 2014, 11:07:02 am**

---

We want 'good thing' with.. the human?? Eugh, you guys disgust me.

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 06, 2014, 08:20:08 pm**

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Sooo...guys?  
I think we'll go for the treatment, right?  
Hell no! You'd really put your life in the hands of this lowlife?  
Hey, it outta be better than the last doctor we went to? Amirite?  
Nah...I just don't trust em...  
Yea, we should kill them both in their sleep and take their stuff!  
That would be perfectly fine if these broken ribs didn't hamper our ability to fight...We'd probably end up more wounded if we'd go on a killing spree!  
It would have to be done stealthily...  
Yea... I know exactly the way!  
Huh?  
Perhaps if one of them caught on fire by accident! And we started to panic, yes! Then hitting him with a heavy object in an attempt to put the fire out and...and like they'll make a campfire by the night, you know! So...so like we can lure the other into attacking by saying that the burning human brought his fate on himself by burning those tree corpses, and call him names! And then we start kicking his corpse in anger, preferably in the head!  
No fire.  
Mmm, I think we should just go along with the operation, who knows when the next "traveling doctor appears out of nowhere?  
But...  
Last time we got treatment good things happened!!!  
Hmm, good point. Accept the treatment.  
We want 'good thing' with.. **the human**?? Eugh, you guys disgust me!  
That's not what I...nevermind...

-Hey...uhm...I think I'd still go for the first option...you know with the heads and that...  
-Wonderful!  
-Shall we get started right away?  
-Uhhh...  
I see no reason to wait?  
mmm  
-Yea...sure...

The following procedure was utterly painful in every respect, lacking any form of sedative and performed with subpar equipment. I don't have the expertise to fault his ability as a doctor but considering the circumstances I'll simply assume that they weren't really representative of the price. And to add insult to injury he chose to use the rest of my liquor as a sanitizer, simply brushing it off by offering me to buy a bottle of finer spirits for a whopping 200 coins...  
The whole scene was quite absurd; due to the lack of a tranquilizer we had to perform do a strange group effort to keep me restrained during the surgery...  
[Spoiler](#) (click to show/hide)



(This is one of those pictures that looks absolutely ridiculous OOC :P )

However in the end the treatment was a success and I left their camp with mixed impressions, on one hand happy that I might actually manage the rest of the trip but on the other I’m fucking mad that they took my own alcohol for an already paid treatment! I decided on the latter as they waved us off with big grins upon their faces, very unfitting for a “noble savior”.

Well, after resting the first night I felt better than what I had done for quite a while and so did my onion eating companion. When we set out on the morrow there was an apparent increase in our speed, at this rate we’d probably reach our destination in 4 days rather than 5 or 6. Not being quite as focused on managing to put one foot before the other I noticed all of Wilfred’s weird behavior, skipping around eating mud, digging up small trees and getting in to fights with substantially smaller foes in the form of frogs, wasps and other woodland critters. (yea...waps and frogs... the most typical woodland critters out there) Occasionally he’d just stop and stare into nothingness and then a few urists later continue his stupid mud eating or sneeze loudly. I also noticed how the vegetation had begun to slowly change, here and there it would pop up some strange plant I’d never seen and sometimes the mossy wilderness I was used to got exchanged by some lush fields of fern.

All and all things were good, the people we met along the way seemed friendly enough, if not a bit surprised at the sight of our party. In celebration of my improved health I was tempted to try out the tobacco that I...“borrowed”, I was not quite sure what the elf thought of smoking though...I lit my pipe and looked towards Amthspar worriedly anticipating his reaction; however he didn’t seem to mind. Elves are tricky creatures...The following few urists was a moment of true bliss, having smoked so many socks, unwillingly I might add, I seemed to have forgotten the taste of the real deal...

All the terrible events recently seemed to have made Amathspar lose his talkative nature, so we traveled forth in silence, not me against though. The silence was only broken occasionally by a “-Wilfred NO! Don’t eat that!” or a “-those fckn traders, huh? Can you believe it?”. Surprisingly enough my grumpiness led to a great revelation. For apparently the reason to why Amathspar didn’t share my malice towards the exploitative traders was because the money in question would come to no use in Seraté. Their society doesn’t revolves around a monetary system like most other places and it seems like they only really use money when it comes to external entities, I guess it kind of makes sense as they do not work metal either. The more I hear about the elves the more alien their world seems; no meat, no metal, no money! Elves sure are tricky creatures...

Yet another day passed by without any noteworthy events, but as dusk arrived so did something else...  
[Spoiler](#) (click to show/hide)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 06, 2014, 10:26:13 pm**

The furthest eyes looked like they migh belong to a non-wolf at first, but it seems like there's a wolveen silhouete present.

I can think of four things that might be going on:

1. It's just a wolf pack. I don't think we'd be able to take them normally, and it might be better to err on the side of caution in respects to both group and animal testing the gauntlet. It's pretty hard to reason with wolves without meat on hand, though.
2. These wolves belong to an elven patroll unit. If our elf's view of his military is at all in touch with reality, one of them might just have decided to chew first and then ask questions. Fighting the wolves normally could lead to arrow-in-head type of problems, and fighting him the gauntlet could leave him to bail, reporting back to base and ruining any diplomatic posibility between us and the elves.
3. One of the humans tracked us down. He might accept a surrender, but I don't fancy going to human prison. I hear it's not very flammable. Here, we face the same combat problems as with the elf, except our oponent will likely be wearing armor. Using the gauntlet will bring no diplomatic dificulties with the elf, but we have to think of how effective it'll be if we get stabbed in the chest.
4. The other eyes reveal themselves to be crundles. I could feel my Crundle Sense at any moment now.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HissinhWalnuts** on **January 07, 2014, 12:24:44 am**

Kobolds?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **January 07, 2014, 03:48:02 pm**

Try to look, smell, sound, and taste like a rock.  
The elf can try to look, smell, sound and taste like a tree.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 09, 2014, 04:18:04 pm**

Hmm, so there's a tie between trying to pass off as a rock and using an outrageously powerfull artifact. Seems legit. I went for tasting like a rock, myself.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **January 10, 2014, 09:22:18 pm**

Guess what \*I\* chose! :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 11, 2014, 07:22:10 pm**

Suddenly I heard a twig breaking on the road ahead of us, I gave Amathspar a quick wave to get his attention. As we both stop I squint and stare intently into the darkness ahead of us.  
-You see something?  
-No...but I think there’s something there...  
-I get that feeling too, we should be quiet.



A few urists\* pass as we look out into the shadowy forest. After a while you could spot small glimmers a few dozen urists\* ahead of us, but it's impossible to tell if it's just a figure of your imagination. The longer we stand there the more crackling sounds I pick up from all around us...

Without a warning something moves behind me, a swing around quickly knife in hand and the elf is gasping for air. To our relief it's just Wilfred getting bored with our motionless behavior, with twitchy smiles upon our faces we get ready to keep on walking. However, right there in front of I can clearly pick out the shining eyes of some unknown entities emerging from the solid darkness.

[Spoiler](#) (click to show/hide)

(To anyone unfamiliar with the term "a urist" –it is a dwarven unit used to describe time, length, weight, temperature or a quantity. And yes, it is very impractical.)

-What is that!?

-I...don't know...

-Shouldn't we run!?

-I don't know!

What are those things?

How are we supposed to know? If you can't see them neither can we.

What am I supposed to do!? Think they might be harmless?

Nah man, it's probably just some 'ol wolves or..

That's bad for fuck sake!

...or they might be with the elves. If were real unlucky they could be with the humans from the last town or wait a second... I think that my Crundle Sense might kick in at any moment now!

Whatever they are theyr're getting closer! We have to do something!

I guess that reasoning with them is out of the question.

I'd say the same thing goes for fighting, we have no idea how many is out there.

So...we run!?

I guess...

No, I have a better idea! Let's try to look, smell, sound, and taste like a rock.

The elf can try to look, smell, sound and taste like a tree.

You're an absolute genius!

Wait...I don't even...

I really wish I'd thought of that

No. No more of this bullshit, we've done enough of this stupid bullshit. Whenever we listen to these guys we end up burning down towns or kidnapping nurses or...that time we don't talk about(the ominous chapter 38)

So what's the plan then?

WE FIGHT!

Seriously? Last time I checked we could barely beat a retarded goblin.

Fear not weak one, for it's... Gauntlet-time!

GUYS THEYRE COMING CLOSER!

Put on the gauntlet Nerin!

-Nerin!?

-Eh!?

-What should we do!?

-We... \*gulp\* we fight!

It's a wolf!!!

That's good! Let's teach these feral beasts about the wrath of Armok!

This guy sure is optimistic...

[Spoiler](#) (click to show/hide)



-Waaaaaaarggghgh!

See what I tell ya'll!

I felt their teeth sink into my flesh but there was no pain or.. I guess I felt it but distantly, there was no fear or anger either it all just felt so insignificant. There was this chilling feeling though, the same one I had felt earlier with the goblin, I wanted it to stop but I was powerless in its presence. I felt it pouring into me like the last breath you take while drowning, one desperate but futile attempt at recovery only to slowly fade away into the depths...

Uhhh...this is all going according to plan...

Yea, I can see that.

Right now we're just observing the enemies tactics, getting ready to counter attack!

You'd better get going with that then 'cause that one lookin' mighty hungry.

Oh shit! Uhhh... Nerin, get yourself together! Counter attack!



Suddenly Nerin starts shaking furiously and manages to shove his foot into the face of one of the wolves while he grabs another around the neck with the gauntlet and performs a massive feat of strength holding the wolf above him as it lashes out towards his face. With his other hand he reaches for the dagger, all while he kicks the other one repeatedly. Still with the massive wolf hanging suspended just a few urists away from his face he begins carving its neck open pouring deluges of blood down on him. The beast panics and tries to escape his grasp but he shoves his sharp fingers into the wound and tears the neck wide open instantaneously putting an end to its days. The other one which has managed to gain an advantage and sunk its razor like fangs into his leg once again has no chance to react when the little enfeebled creature before it finds new power and jumps on to it.

Your mortal souls shall feed my eternal wrath!  
Yea! That's more like it Nerin!  
Uhhh...  
I like the new attitude!  
Feed!  
Yea, we should totally eat 'em later on!

Spoiler (click to show/hide)



At this point Nerin is no less of a beast than the wolves around him throwing himself wildly at his opponent, disregarding any attacks coming his way, completely unaware of his surroundings. For every stab the wolf grows more panicked until it gives up on clawing at his eyes and begins limping away still entangled with its rabid attacker. In the end it only manages a few steps before it bleeds out and fall down on top of Nerin. The other wolves seems to have caught up with the situation and begins to retreat into the dark forestry.

I can't believe that actually worked!  
Good job Nerin!  
Phew...  
Feed...  
Nerin?  
Eh...  
Nerin?  
Feed...

In an instant the wolf's carcass gets thrown aside and a figure covered entirely in blood emerges, without a moment of reluctance the blood-soaked dwarf rushes into the forest after the wolves.  
Nerin stop, we've won!  
What the fuck...  
Nerin what's going on?  
If someone is pulling some stupid stunt this'd be the point to give it up...  
Running like a madman he suddenly hears a muffled howl a few urists to his right. Sprinting through the shrubbery he reaches the edge of a man-high hillside, not taking second to think through the situation he throws himself off and onto the beast below. A loud crack is heard from his ankles as he lands beside the wolf which leans back and growls at this unforeseen predator. As he rushes towards it knife in hand the wolf decides to make a final stand, a second too late though as the first knife is quickly followed by another digging itself into the side of the wolf. As soon as it falls he starts to run off into the forest like a madman again.  
Nerin!?  
Is Nerin gone?  
Wtf?  
.  
.  
.  
.

I wake up as I feel someone licking my cheeks...wtf?  
That's wierd...  
Wait!? It's a wolf!?  
I jump up and try to fend of the attacker but Wilfred manages to overpower me.  
-Oh...It's just you...  
-Where's the other one? You know, the elf.  
-Baahhh  
-Hmmm.  
I start to scratch my beard but instantly stop.

Why am I wearing the gauntlet!?  
Why am I covered in blood!?  
Why is it morning!?  
What...  
Oh yea the wolves...  
What happned back there...

Nerin you're back?  
Yea? Did i pass out?  
Kinda...  
What happned?  
Short version, you killed some wolves and ran off in to the forest.  
Is Amathspar okay?  
Last time I saw him he was fine.  
Kay, so he's not with Wilfred?  
Wilfred just came here he's probably on his way.  
Good...  
Hide the gauntlet.  
Oh yea...  
Didn't he see it during the fight?  
Probably not, I'd guess he was quite busy.

-Neriiiiiiin!  
-Neeeriiiiinnnn!  
-Yes, I'm here!  
-Oh my god there you are! What happned?  
-Uhhhh...  
This is an easy one, you just got carried away fighting.  
-I guess I got a bit carried away fighting, heh.  
-That was insane, not only did you fend of the entire pack but you actually went after them!  
-Yea, shouldn't mess with a dorf, heh...

After that we went through our injuries which there were surprisingly few of, after a bit of rest and a bit of bandaging we were good enough to hit the road again. Even my shoulder wound had closed up a bit, the gauntlet sure is strange...  
For another few days we kept traveling without any major inconsistencies, it wasn't until we were just about to run out of supplies that we came into contact with anyone at all.

In the distance we could spot a solitary character kneeled down at a small glade, it looked pretty human and its long dark hair indicated that it was woman. As we moved closer the figure jumped a bit, clearly startled by our presence. At this distance we could clearly identify her as an elven female, she also appeared to be unarmed and seemed fairly hesitant in her reaction.

[Spoiler](#) (click to show/hide)





In a swift motion she rose into a fierce but trembling pose, fists out in front and facing our direction. I would never claim to be a skilled fighter but even I could point out her unusually low guard, it’s probably safe to assume that she’s not much of a warrior. After standing there wavering for a bit she shouts loudly at us, her eyes filled with courage but her voice failing her.  
-WHO ARE...Who are you!?

As I start walking over to her she takes a step back and starts glancing over her shoulder, I stop and let Amathspar stand in front to clear up any unnecessary complications. After a while she seems to calm down and begins to slowly come closer to meet us.

The questions is how we want to handle this, be really honest and tell her about the situation or maybe tell her some beneficial lies, should we try and get some supplies from her or should we avoid making too much contact before we get into a more safe position. Really just, how do you wanna approach the situation?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **January 12, 2014, 08:30:39 am**

Ha ha! I told you guys! a piece of cake! we even got healed!  
Didn't we loot the wolves? a bunch of food and pelts gone to waste...

Did we caught the female elf while she was masturbating!!? what's that thing in her hand?

Can we trade Amathspar for the female elf? pimping time!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 12, 2014, 02:50:36 pm**

Quote from: Kaos on January 12, 2014, 08:30:39 am

Did we caught the female elf while she was masturbating!!? what's that thing in her hand?

Let's err on the side of caution as far as this elf's gender is concerned. We know how they like to cross dress, after all. Sure, it's no particular intrest to me, but we might offend them if we make the wrong assumption.

Anyway, the first thing we want is information. Who this elf is, what it's doing and why. If it's a citizen of the elves' place it might serve us to let our elf do some talking if he tries. Still, if he weirds it out, we should take back the conversation, apologise and tell it he had to endure a pretty tough time in prison.

We need an excuse to not tell our name first. Feign (a different kind of) paranoia and ask it if it's part of the bandits. Mention that the bandits are pyromaniacs if it turns out not to be a bandit(tree lovers have some weird kind of grudge against people who cause forest fires, so not liking these bandits might get us a few bonus points.)

If it seems not to have any reason to screw us over, we can tell that we're travelers and where we're heading.

If it does turn out to have a reason to screw us over, pretend to have some kind of traumatic flashback to our previous combat encounters and start shouting wildly about them, in an attempt to scare it away. Then, once it no longer looks at us, drop to a fetal position for a few moments and ask what happened.

Of course, we could also start making wood-pun filled innuendo at him/her.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **January 12, 2014, 05:37:02 pm**

Why not just be honest?  
"Hello. I'm Nerin, this is my friend Amathspar. We are travellers heading for the elven capital. Do you know the way there?"

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **January 12, 2014, 10:22:20 pm**

Quote from: AfellowDwarf on January 12, 2014, 02:50:36 pm  
tell her he was raped by a goblin ~~it had to endure a pretty tough time~~ in prison.  
FTFY

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 13, 2014, 10:16:47 am**

Quote from: Kaos on January 12, 2014, 10:22:20 pm  
Quote from: AfellowDwarf on January 12, 2014, 02:50:36 pm  
tell her he was raped by a goblin ~~it had to endure a pretty tough time~~ in prison.  
FTFY

I think it might be better if we just imply that, rather than say it bluntly. We found him in a prison, most of the prisoners weren't fully clad. He was in a cell with a sweaty shirtless goblin. The first time we tried to save him, it went wrong. We ran away and heard a loud thumping. We rember something about a thick, hard cog in someones face.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 13, 2014, 11:05:17 am**

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 13, 2014, 11:23:06 am**

I tried to put 'come' in there somewhere, but it felt forced in.

Edit: Ah crap, now everything sounds suggestive.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 14, 2014, 08:27:54 am**

Quote from: NAV on January 12, 2014, 05:37:02 pm  
Why not just be honest?  
"Hello. I'm Nerin, this is my friend Amathspar. We are travellers heading for the elven capital. Do you know the way there?"

That, and some flattery. The elf chick is hot.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 14, 2014, 02:04:24 pm**

Maybe we should ask about her relatives before flirting, in case she runs away in terror. Both as to possibly blackmail her and to practise our flattery with said family members.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **January 14, 2014, 09:08:26 pm**

go all out with the sexual innuendos!! if it backfires we can still say is a dwarven custom to which our elf buddy will probably agree saying that dwarves do indeed have weird customs and such.. :)

Edit: also ask her if she hasn't happened to have seen a lost nurse

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 15, 2014, 11:36:51 am**

Quote from: Kaos on January 14, 2014, 09:08:26 pm  
go all out with the sexual innuendos!! if it backfires we can still say is a dwarven custom to which our elf buddy will probably agree saying that dwarves do indeed have weird customs and such.. :)  
Edit: also ask her if she hasn't happened to have seen a lost nurse  
-cause she's got one heck of a sick ass?

Edit: No, really, she should get that checked. Did we mention we're a doctor?

Edit2: Cause we really are a doctor, and a mayor too. Yes, we're a very important person. We didn't ask for dwarves to kill elves, though, oh no. Doctors shouldn't meddle in politics, that's what mayors are for. But in our oppinion, we'd rather be the only one \*thrust\* skewering elves.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 16, 2014, 04:36:13 pm**



[Quote from: AfellowDwarf on January 15, 2014, 11:36:51 am](#)

go all out with the sexual innuendos!! if it backfires we can still say is a dwarven custom to which our elf buddy will probably agree saying that dwarves do indeed have weird customs and such.. :)

Edit: also ask her if she hasn't happened to have seen a lost nurse

-cause she's got one heck of a sick ass?

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Just keep 'em coming...cause if the poll goes the way it seems at the moment(God forbid) I'll need some bad puns

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: HissinhWalnuts on January 16, 2014, 05:55:38 pm**

We're on page 69... so maybe we can get some

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Kaos on January 16, 2014, 07:20:22 pm**

[Quote from: HissinhWalnuts on January 16, 2014, 05:55:38 pm](#)

We're on page 69... so maybe we can get some

O.M.G. it must be a sign from Amok himself!!

[Quote from: slowpokez on January 16, 2014, 04:36:13 pm](#)

Just keep 'em coming...cause if the poll goes the way it seems at the moment(God forbid) I'll need some bad puns

and it's not like the runner up "Act friendly and be open about the situation at hand." is any better... I mean "friendly" if you know what I mean :P "be open" uhm... that's what I'm talking about! "the situtation at hand" should I mention again where she had her hand when we walked up on her?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on January 17, 2014, 06:06:18 am**

[Quote from: Kaos on January 16, 2014, 07:20:22 pm](#)

[Quote from: HissinhWalnuts on January 16, 2014, 05:55:38 pm](#)

We're on page 69... so maybe we can get some

O.M.G. it must be a sign from Amok himself!!

[Quote from: slowpokez on January 16, 2014, 04:36:13 pm](#)

Just keep 'em coming...cause if the poll goes the way it seems at the moment(God forbid) I'll need some bad puns

and it's not like the runner up "Act friendly and be open about the situation at hand." is any better... I mean "friendly" if you know what I mean :P "be open" uhm... that's what I'm talking about! "the situtation at hand" should I mention again where she had her hand when we walked up on her?

Indeed. I voted for acting friendly, but I meant it in a friends with benefits kind of friendly ;)

EDIT: Words can't express how relieved I am that Elven women, at least judging by this one, are hot ;D

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on January 17, 2014, 09:45:45 am**

If asked about our doctorship:

We became a doctor when we stole a doctor's hat. Well, we didn't steal it, we only steal hearts, but we thought about it. And the thought is what matters, isn't it? And boy, the things we're thinking about doing to you. Not traditional dwarven things such as killing you like a dog and making delicious puppy roast out of your remains, mind. Unless you're into that sort of thing. Oh, sorry, you must like dogs. Doggy style is a favorite of ours as well.

Edit:

If she claims that stealing a hat doesn't make you a doctor:

Well, dwarven doctoring is a little different. It's democratic. After all, if everyone says your ears have been cut off by a small perverted madman, that's probably true. Speaking about democracy, we're voting for the two of us to bump uglies. We're worth five people *\*point towards pants\** by the way.

Edit2: Don't tell me I have to provide **all** the innuendo. ~~This stuff is to come hard with.~~ This stuff is hard to come up with. At least we're not a woodsman. Well, not in the traditional sense, anyway, since we do have all the wood you'll ever need. And if we run out for some reason, we can always chop you down... We kid, we kid. We'll use a tree if it comes to that.

So, where does your mother live? Why? Cause if your sisters are anywhere near as hot as you, we feel obliged to try and make some more.

Edit3: If the mother turns out to be dead, we should ask if we can still get her womb to work.

Edit4: If she expresses disgust at us for wanting to make children with her mother:

We're a doctor, it's not just for fun, we'd also do her to study the elven race. We've got all kinds of questions. Would an elf-dwarf crossbreed be as hot as two of us? Would you sleep with us when drunk? What if we slept with your father first? Is he good looking like you? Would you be intrested in a drink?

As you can hear, we're very rigorous. We'll examine you very closely when next we find a bed.

Edit5:

Well, we needn't neccerairily make more sisters for you. We could also make you hotter, but I fear that at this point it'll involve dousing you in oil and lighting you on fire. There's a human village not far away, they're sure to have some. How about we *\*thrust\** come there with you?

If she runs away at some point, we should shout to her that we haven't even found a coffin for her yet.

Edit6:

If she runs away, we could try to chase her, tie her up and bring her to elftown. There we can claim that she's unable to tell dwarves apart from one-another and is confusing us with another dwarf that recently went mad. We had to incapacitate her to stop her from bringing harm to herself in her panic.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on January 19, 2014, 05:41:33 pm**

Keep it consensual, please. Persuading and confusing is OK, but let's draw a line and not cross it somewhere.

She tiptoed up to me clearly still a bit wary even after Amathspar’s explanation; her face was filled with conflicting emotions of determination, innocence and general confusion.

-Did you really save this elf? \*pointing casually at Amathspar\*

-Y...Yea I guess?

-But why? What kind motive would you have to help him?

-Uhhh...I felt that perhaps he had been captured unjustly, you know...he hadn’t really done anything and...

-So you just decided to risk your life and free an imprisoned elf at a whim?

-Yes...I mean no...uhmm...like I was caught up in the moment and it felt like the right kind of thing to do...

-That’s kind of strange...

-He’s not your ordinary dwarf, I can vouch for that.

-Well...is it also true that you’ve not only slain an entire pack of rampaging wolves but also a gang of roaming goblins?

-Yea...

-Yet you claim to have no combat training or fighting experience?

-That’s...not entirely true, I was in a bar fight once...

-Still you know...even if you were serious about going to Seraté you wouldn’t think they’d let you in after a tale like that?

-Well...I got nowhere else to go really...

-I owe him my life multiple times over! I would dishonor not only myself but elves everywhere by not repaying my debt.

-Well, a decision like that certainly isn’t up to you...

-That’s....

-You’ve been through a lot so I’ll help you get there but I’m skeptical as to the dwarf’s chances.

-You have my eternal gratitude!

-Thank you...

-I think I’ve heard of you before Amathspar, your father is a musician right?

-Yes, and me as well.

-Then...what name do you go by dwarf?

-Huh...uhmm...my name is \*dramatical pause\* Nerin lord of the glittering caves!

-I bear the name of Sehdul Myali and I’m pleased to have made your acquaintance.

Upon hearing her name Amathspar suddenly light up.

-Then you are of the Myali family?

-Heh, sadly I’m on the wrong side of the family tree so to me it’s a mere name, whoever the Courtlounge is still my half-brother.

-Wow...you think he could help us?

-Nah not really, he’s not much of the helping type...Our family’s greatest disgrace as well as honor.

-What a shame...

-Oh I’m sorry you are probably not familiar with the Courtlounge.

-Well, I did explain the basic premise of the position to him earlier. (Chapter 54)

-Yea...but I know quite a few positions we could try out later. \*Nerin puts his hand on Sehdul’s back for a moment\*

\*A short moment of all 3 awkwardly staring at each other in complete silence\*

-Hrrmm, yes...well he is a very unusual character indeed but I’m willing to put my faith in him after he saved me from such a horrible fate.

-Yea, when I found him in a prison most of the prisoners weren't fully clad and he was in a cell with a sweaty shirtless goblin. The first time I tried to save him I did unfortunately fail horribly. As I escaped the scene I heard a loud thumping sound and I think I remember something about a thick, hard cog in someone’s face.

-That’s horrible.

-What...well...that’s not quite how I’d put it but...

-By the way, you don’t happen to have seen a lost nurse around here?

-No, why?

-I was traveling with one before but she got lost and you know.

-Where did this happen?

-Outside of Silverdrop.

-But that’s over a week’s march from here!

-Oh yea...

-Why were you traveling with a nurse?

-Didn’t he mention that I’m a doctor?

-Really?

-You are!?

-Sure am, and you know what I think I might need to give you a full body examination!

-Why...is that?

-’Cause you’ve got one heck of a sick ass baby!

-Euhm...

-Wha...what...Don’t mind him I’m sure he’s tired from all the fighting...

-Nah, I’m feeling great. I could go for an all-nighter!

The party of four kept traveling like this for a bit while Nerin kept spurting out various innuendos at primarily the paranoid one’s command, the other voices did however manage to have Nerin avoid some of the worst stuff involving butchering and intercourse with her various family members. Probably due to this she didn’t seem to get particularly offended at any point and even chuckled a bit, (OOC now that’s a good roll ya’ll got there) Even though our food supply had run low Sehdul shared some of her provisions, not really a good ol’ llama roast but cabbage had never tasted so good before. Amathspar seemed high in spirit but was a quiet as ever and Nerin had his conversational ability crippled by the constant stream of various cheesy pickup lines. Meanwhile Wilfred and Sehdul got along well, she seemed to take an instant liking to the goat...or maybe it was the other way around. All in all the whole encounter ended fairly smoothly.

[Spoiler](#) (click to show/hide)



During the night I got to sleep on the opposite side of the camp to Sehdul, probably intentionally due to the voices behavior. It was worse than ever, if I weren't already insane I'd slowly go crazy just by listening to all their stupid suggestions. Sigh...I never catch a break...Well, at least we'll soon be there...

Before we continued out on the next morning I managed to wash off most of the blood from my clothes at a little creak, the voices kept bugging me to bring the elven lady there at all cost but I managed to resist their immodest pleading. As we set out on the next day I got a bad feeling like I was being watched or something...could it be the townsfolk catching up or maybe more wolves?

[Spoiler](#) (click to show/hide)





Well, my pondering came to a halt a few hours later when I heard a loud swishing sound from in front of us. I had no idea where they came from, before I even realized the situation I had gotten hit in the chest and another one had grazed my arm.

[Spoiler](#) (click to show/hide)





Amathspar had thrown himself on the ground as he generally does in the face of danger; Sehdul on the other did something strange and walked towards the direction of our attackers waving her arms in the air. Had she betrayed us? What was going on!? I didn't have much time to think before a large spikey thing came spinning towards me!

[Spoiler](#) (click to show/hide)





Once again I was too slow to react and I could feel something sharp slice into my chest, slowly I fell to my knees and thing began to go dark... But then I managed to catch my breath again, the spinning object had punched the air out of me but I was still alive...wait...It's made of wood...It had barely even cut through my armor and the scratch beneath weren't deep enough to be considered a serious injury. What's going on...When I look up again Sehdul is talking feistily to some elves which were emerging out of the woodwork in great numbers. 8...9...10...maybe a dozen... They appeared to be armed, perhaps soldiers of some kind... In a swift movement they had all surrounded us and some of them were pointing weapons against me, some were discussing with Sehdul and one of them were off chasing Wilfred around.

[Spoiler](#) (click to show/hide)





-Soooo...I take it you were not taken prisoners?  
-No, I'm telling y...  
-So then the dwarf is your prisoner?  
-No not that either, he saved an elf from a dwarven prison over at Blackgate and came here.  
-Then what does he want? Huh?  
-I don't know, he doesn't seem to have an ulterior motif. I think he just came here traveling...  
-Then he's probably a spy, no?  
-He's too stupid to be a spy!  
-Don't underestimate them, all dwarves aren't stupid.  
-I'm not talking about the dwarven race; I'm saying that this individual is too stupid to be a spy!  
-He's an unnecessary risk, we better kill him.  
-No, you can't do that! It would be dishonorable to kill a vulnerable person like that.  
-Pff, dwarves commit worse deeds on a daily basis.  
-Well, are you a dwarf?  
-Who are you to make such decisions?  
-Then...then let's talk to the count Alean'Iel  
-You really think he'd let a dwarf into the city?  
-At least it's just that way.  
-Pfff

After that she sent of a young elf running ahead of the group, probably to alert someone, the rest escorted me in silence to meet some other guy... Amathspar tried to say some optimistic words but I couldn't be bothered....

As we traveled across a hillside road I suddenly caught a glimpse of a huge tree, bigger than any tree I'd ever seen before, even though it was rooted far down in a valley its crown blocked the sky behind it. I was about to ask but one of my guards just kicked my shin, what had I done to deserve this...sigh. Every time there was a clearing in vegetation at the side of the road I'd get a glimpse of the huge tree which only seemed to grow larger for every step we took. When we reached a small clearing I finally caught a good look of it and the city below, the city was huge and built from some white marble-like stone which shone in the bright light.

[Spoiler](#) (click to show/hide)



Then the road leads back into the forest for another few minutes before we reach the gates, huge towering gates matching the size of Silverdrop's iconic gate. Beneath is a small gathering of soldiers mixed up with curious citizens led by a few strange looking people...

[Spoiler](#) (click to show/hide)



There was a small hooded character with a weird grin, an old looking elf with a gnarly staff, a tall bare-chested dude and a silent unproportionate man wearing a hat. Their purpose was unknown but I could feel people high regard for them and their authority was made apparent by the crowds natural distancing. What followed was a dragging political discussion spoken in hushed voices which I was unfortunately I was excluded from...

I was left back there with Amathspar as Sehdule was speaking on our account, probably for the best...

-I'm sorry, I didn't mean for this to happen...

-It's okay; I've been through worse...

-Still I can't feel other than guilty...

This Nerin is a perfect example of why you can't trust an elf!

Yea, we told you from the bloody beginning that joining up with this tree-hugger was a bad idea!

We made these decisions together...

I sure as hell never voted for no elf!

Well guys, it's too late now...

-Who are those guys?

-Who?

-The guys talking over there.

-Oh, nobles of various rank and Sehdule's brother.

-Why is he there?

-He probably heard that his sister was involved and you know, he can do pretty much what he wants as the Courtlounge.

-And the others, what happened to this Alanel-dude?

- Count Alean'lel is the short gentleman with the long eye-brows, he's a council-member and in charge of public speaking. People love him as he's unusually approachable for a noble.

-The hooded guy then?

-I don't really know who the other two are; I can't say I move around much in the social elite...

At that point they seem to have reached some sort of conclusion. (some announcer announces)

-We have decided that due to your good deeds towards this elf \*pointing at Amathspar\* and in extension the elven people you are free to go.

A sudden \*woooahh\* goes to the crowd followed by whispering and annoyed muttering. The lady leading the squad that had caught us spit on the ground and walks off.

Yes, we did it!

I shoot Amathspar a smile but he still seems worried...

-We have also decided that it would be unwise to let a dwarf into these walls; no dwarf has set foot within these walls for 14 years and we intend to keep it that way until the day that the city falls.

What...

I came this far only to fall on the finish-line? After all that wandering....

-I'm sorry...

-Stop...

-I'll try to talk to people, just wait...

-No I'll just...

Fuck.

I keep telling you man, elves. Talk loads of bullshit but when it comes to show they ain't even got nothin'!

At least we got out alive...and free and...

You know that still ain't right man!

...and no one got hurt and....Amathspar got back...

Fuck that chickenhead! He hasn't done shit all this time and now he's all back safe and sound, eh? What a happy fucking story that is!

Dear Armok...

-Dwarf, I challenge you to a duel.

Spoiler (click to show/hide)





-Huh...  
...  
-You're Sehdu brother eh?  
-We share the same name but she's not my sister...  
-Oh, but...  
What the fuck is going on...  
Ehhh...  
Guys help me out here!  
We're not too sure either...

A small gathering is now surrounding me, some of them must really idolize this guy 'cause they're staring at him intently with gleeful faces...

-So how 'bout it? Dwarf... \*He drags out the last word like it's a curse\*  
-No...uhmm... \*sweating profusely\*  
-Are you going to fight me like a man? Or run away with your tail between your legs.  
-I don't want to fight you...  
I thought this guy was on my side, what's going on!?  
Elves...can't trust `em  
That doesn't help!  
-Are all dwarves this cowardly? Hah, okay. Go and dig yourself a little hole in the mud and hide there, little dwarf.  
Ohhhh that's it! Nerin let's kick this fuckers ass! Let's shove a dwarven boot so far up his ass he can taste the fucking mud on `em!  
-...  
-Come on shorty! My title's on the line here!  
-You can't do that, it would override the rulings of the count!  
-Hah, the old man can go fuck himself, he banished the dwarf and now I'm fighting the banished dwarf. What's the problem!?  
-What changed?  
-This guy is kind of abusing his power as a Courtlounge to allow you entrance.  
-Don't listen to him though, he just want to kill you.  
-What!? You're giving me mixed messages here?  
-He's an arrogant bastard; he's going to kill you just because I tried to help you. However if he just killed you he'd lose his title as a Courtlounge that's why he wants you to challenge him for the title.  
-What's it going to be dwarf? \*He says with a huge grin\*  
We should just get out of here.  
WHAT! We can't back down now! An elf challenged us in front of a crowd! No dwarf would ever back down in a situation like this!  
But he's apparently the fastest swordsman there is...  
I'd rather die than be disgraced by an elf like this, a dwarf never runs from an elf! That's crazy like mouse chasing a cat or somethin'!  
I agree with Nerin we should back down here...it's not a fight we have to take...  
We get to kill an elf without consequences! Isn't that reason enough!  
I don't know if we can use the gauntlet though...there are a lot of people here...  
Nerin after taking an insult from a whimsy plant picker there's no coming back, your honor is at stake!  
I've been thinking, we're not actually challenging him for an entry to the city but his title as a noble. Meaning that we'd not only get in but also get all the perks of nobility, the life that we we're all really born for, eh?  
Aye!  
Wait, wait, wait aren't you getting ahead of yourself there... We have to defeat him first...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **January 19, 2014, 09:47:03 pm**

Gauntlet time!!!

This is our chance!, we defeat this douche and get an elvish noble title and access to all those hot elf girls!! then we can reclaim the Glittering Caves with an army of hot elven archers, we'll probably have to clad them with some good ole dwarven steel before that!!

If they ask about the gauntlet we can say it's the epic weapon of the Lord of the Glittering Caves!!

The Lord of the Glittering Caves shall now also be the Courtloungepimp of hot-elf-girl-town!!



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **January 19, 2014, 09:58:27 pm**

Yeah but the gauntlet makes us super bloodthirsty. We'd probably run around killing a lot more than just him... I mean that's not necessarily a bad thing but we need to be careful about taking actions that don't coincide well with our goals.

So hypothetical scenario, we get a little too blood thirsty and kill a bunch of people. What then? I guess we'd have to make a quick exit but we might be wounded from the encounter.

Still, maybe we could take some of their heads as trophies and bring them back to our old fortresss. I bet they'd love that. Maybe even enough to give us a dwarven position of power. Or we could take our trophies to the humans or the goblins but I don't know how they'd react.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HissinhWalnuts** on **January 19, 2014, 10:09:49 pm**

USE THE DAMN GAUNTLENT LIKE A MAN!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **January 20, 2014, 01:55:24 am**

Use the Gauntlet!!! We just need the desire for women and not to kill overwhelm us. The weapon has shown to have a slight desire of its own but also amplification of our own will. If we can wholly and completely want the women we will have by making this tree hugging hippy submit and accept his sister, WE WILL BE VICTORIOUS!!!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 20, 2014, 05:49:59 am**

Gauntlet. But let's make the rules clear: we duel him one on one, with any spectators in safe places. Explain that we might fly into a dwarven bloodrage, and keeping elves who we just met in arm's reach while fighting an elf whom we just met would be detrimental to their health. Also, please get clarification that the duel is to the death, not first blood or something. We couldn't stop the gauntlet once it draws blood.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **January 20, 2014, 06:27:14 am**

Dude is about show. He isn't going to agree to a fight with no one watching but it would be good to limit viewers. Also we need someone to sing of our victory!! A elf is better than nothing to sing our praises.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 20, 2014, 09:44:04 am**

Has anyone considered that the gauntlet kind of makes for a rather demonic looking light show? Also note that it won't heal us from big wounds, like getting stabbed in the torso. Also note that scared-to-death elves aren't liable to heal us either.

Maybe we could throw coins at him, hoping that he'll catch one so it'll burn through his hand or something? If his hand stays intact, we can tell him we suspected he wasn't a real elf, and that holding that coin proves he's some kind of imposter.

I thought about doing something with insisting that we've been lovers for a long time, this being the reason we came here, but I doubt many here would believe that.

Quote from: Tirion on January 19, 2014, 05:41:33 pm

Keep it consensual, please. Persuading and confusing is OK, but let's draw a line and not cross it somewhere.

Oops, perhaps I went a little too far there. For the record, I was just aiming to scare her off.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **January 20, 2014, 04:16:13 pm**

You have no honour, elf. Ask me again to duel when my wounds are fully healed. I would surely kick your ass then.

**Maybe the elf will give us a place to stay until we are healed. So he can challenge us to a fair and honourable duel.**

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 20, 2014, 05:13:59 pm**

If we get shelter, we'd have to enter the city first. If that's going to happen in the first place, they'll want to be sure we're not bringing some mass burning device or a particularly vicious vermin or syndrome. Ample reasons to search our bag, and the gauntlet in it does not look benevolent, red smoke and all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **January 21, 2014, 12:40:23 am**

Y'know, Nerin could probably take this guy. Even without the gauntlet. Nerin has been in a bunch of fights, and must have decent combat skills by now. He's also wearing leather armour and has real weapons. No way an elf with a wooden sword could beat him.

New action:  
Nerin. You can take this guy. His swords made of wood for fuck sake. Wear all your clothes for padding. Dual wield the axe and the knife. Throw metal coins at him. Throw rocks at him. You can do it. You are the lord of the glittering caves. Don't even need the gauntlet.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 21, 2014, 06:12:11 pm**

Quote from: NAV on January 21, 2014, 12:40:23 am

Y'know, Nerin could probably take this guy. Even without the gauntlet. Nerin has been in a bunch of fights, and must have decent combat skills by now. He's also wearing leather armour and has real weapons. No way an elf with a wooden sword could beat him.

New action:  
Nerin. You can take this guy. His swords made of wood for fuck sake. Wear all your clothes for padding. Dual wield the axe and the knife. Throw metal coins at him. Throw rocks at him. You can do it. You are the lord of the glittering caves. Don't even need the gauntlet.

You have a point. Unlike the elf's "sword". Still, we should use the gauntlet just to be on the safe side, this elf seems like a sneaky one full of dirty tricks. If we insist that any spectators are out of melee distance, such as observing the duel from behind a 1st story window, or from a high tree, all we're going to accomplish is butchering exactly one arrogant elf in a very theatrical manner. And if they ask, tell the

truth: yes, we do have a dwarven Atifact in our possession. It boosts our martial powers. We obtained it by defeating it's former owner. While we were unarmed and he had an axe too. I doubt the elves would be willing to try and challenge us for the gauntlet, especially after we demonstrate it's/our powers on that mean whoreson. We'll take over and keep his position by virtue of sheer badassery, becoming some sort of sex-addicted artifact-empowered reverse Cacame.

Also the hot chick, while being our challenger's half-sister, appears to hate him. At the very least she won't mind if we redecorate a square with his blood and gore.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **January 21, 2014, 07:31:41 pm**

Quote from: NAV on January 21, 2014, 12:40:23 am

Y'know, Nerin could probably take this guy. Even without the gauntlet. Nerin has been in a bunch of fights, and must have decent combat skills by now. He's also wearing leather armour and has real weapons. No way an elf with a wooden sword could beat him.

New action:  
Nerin. You can take this guy. His swords made of wood for fuck sake. Wear all your clothes for padding. Dual wield the axe and the knife. Throw metal coins at him. Throw rocks at him. You can do it. You are the lord of the glittering caves. Don't even need the gauntlet.

YES!!! I totally agree! the worst that can happen s a few bruises or some blood being spilled! his sword is fucking wooden! I don't think I've ever seen someone amputate anything with a wooden sword (unless he keeps hitting the same area over and over again which is unlikely) plus the bastard is huge and any speed advantage he has will be nullified with our ability to hide under his legs and punch him in the pills (if he has any that is)

New action:  
What Nav but before anything try sprinting until you're under him then hit him with a rock in the pills, if that works then jump on his back and attack him with the knife and axe make sure you lodge the weapons in him then keep holding on to them while trying to use it to climb his back stabbing him each step of the way up to his head then administer the skull splitting finally with the axe. I'm the spirit of a dwarven soldier! trust me Nerin I know what to do!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 22, 2014, 09:58:55 am**

Well, there's a lot of opinions back and forth so I'll wait another day for people to change around their vote or post some new stuff before I lock the poll. ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 22, 2014, 11:35:29 am**

There might be political undercurrents here. Before we answer, let's politely ask the girl how she would feel about us killing this arrogant asshole. Let's not end up hated by her for actually doing it. Also, ask the challenger what happens if we win, and if the duel is to the death. If it is, and the girl wouldn't mind us killing the guy, proceed with butchering him (with the gauntlet). If his death would mean losing our chances to score with that girl, we should decline the duel, at least for now, claiming injury and ignorance of the situation.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 23, 2014, 08:39:24 am**

Quote from: Tirion on January 22, 2014, 11:35:29 am

There might be political undercurrents here. Before we answer, let's politely ask the girl how she would feel about us killing this arrogant asshole. Let's not end up hated by her for actually doing it. Also, ask the challenger what happens if we win, and if the duel is to the death. If it is, and the girl wouldn't mind us killing the guy, proceed with butchering him (with the gauntlet). If his death would mean losing our chances to score with that girl, we should decline the duel, at least for now, claiming injury and ignorance of the situation.

1.sure  
2.The title of Courtlounge is passed on by killing the previous bearer, this act of cruelty might not be common practise amongst elves however the people who go after the title in the first place often lack some of the elven ideals to begin with.  
3.Well this came a bit late in the voting so without a general consensus I can't adjust the outcome, too late eh.

And pls guys...give me a bloody tiebreaker, y u gotta do this every week? :P Someone just switch 'round your vote or somethin' - \_\_\_\_\_ -'

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **January 23, 2014, 12:32:54 pm**

Oh I forgot to vote. Done!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 23, 2014, 01:31:54 pm**

Quote from: Tirion on January 22, 2014, 11:35:29 am

If his death would mean losing our chances to score with that girl, we should decline the duel, at least for now, claiming injury and ignorance of the situation.

Not to mention that it'll likely take his parents a long time to forgive us. They could leave us dry for weeks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **January 23, 2014, 02:05:04 pm**

Maybe we should ask the half sister what she thinks. I still say before we slay the elf we should get him to accept his sister publicly. Holding a elf position should let us into the city. Then the terror and women will fall from the sky!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 27, 2014, 02:33:55 pm**

Quote from: crazedjesster on January 23, 2014, 02:05:04 pm

Maybe we should ask the half sister what she thinks. I still say before we slay the elf we should get him to accept his sister publicly. Holding a elf position should let us into the city. Then the terror and women will fall from the sky!!

How about we light the women on fire before we throw them off the clouds? We'd be able to say that they got killed in a meteor shower. I'm not sure about doing this to terror, though. I rather like her. Although, if we do kill her, our grief will make others less likely to suspect us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 27, 2014, 08:03:46 pm**

Gauntlet time!!!  
This is our chance! We defeat this douche and get an elven noble title and access to all those hot elven girls!! Then we can reclaim the

“Glittering Caves” (the glittering caves is an imaginary place made up by some of the voices in an early chapter and has nothing to do with Rocklod) with an army of hot elven archers, we'll probably have to clad them with some good ol' dwarven steel before that!!(there might be some flaws with this part)  
If they ask about the gauntlet we can say it's the epic weapon of the Lord of the Glittering Caves!!  
The Lord of the Glittering Caves shall now also be the Courtloungepimp of hot-elf-girl-town!!

Has anyone considered that the gauntlet makes for a rather demonic looking light show? Also note that it won't heal us from big wounds, like getting stabbed in the torso. Also note that scared-to-death elves aren't liable to heal us either.

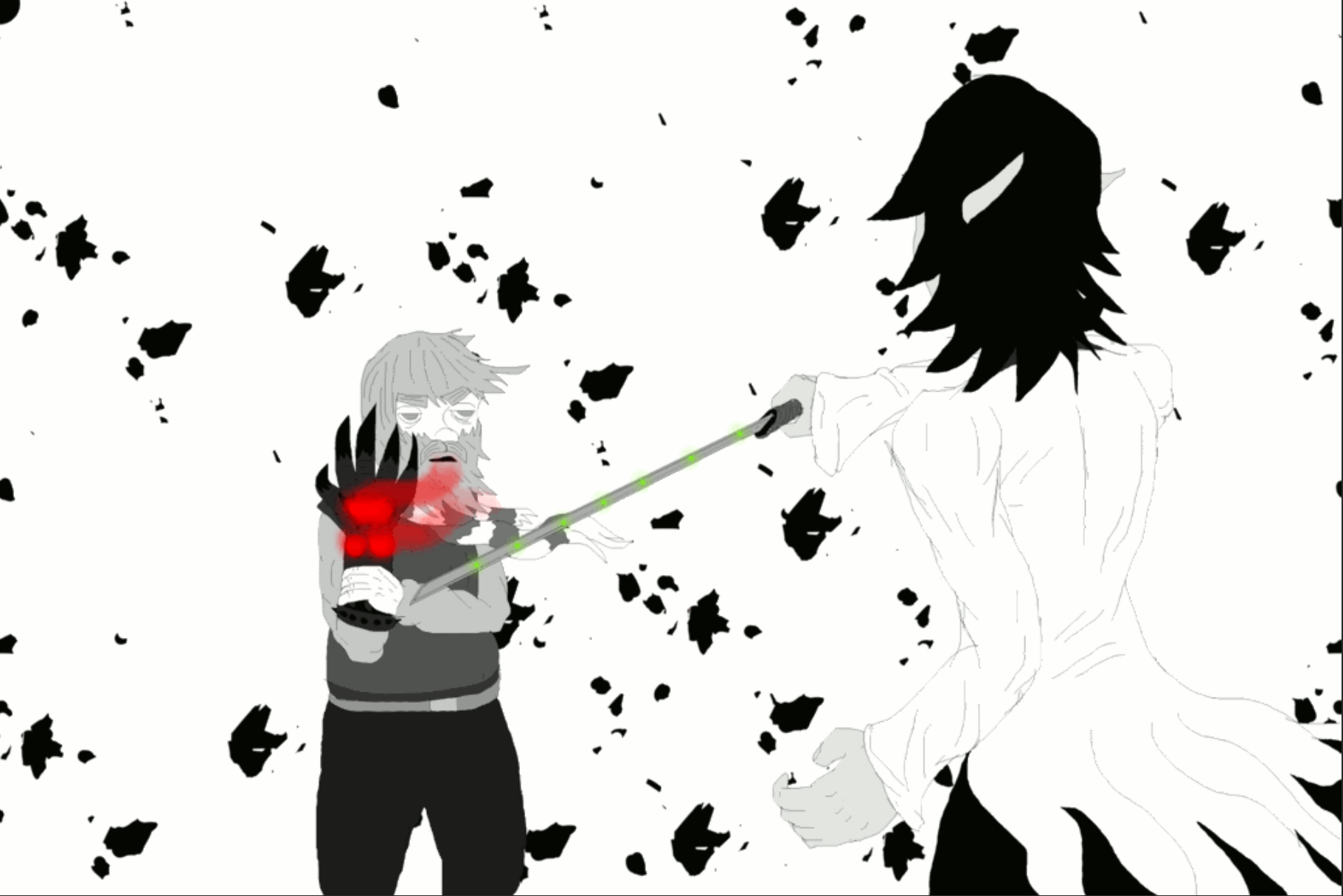
Use the Gauntlet!!!

There might be political undercurrents here. Before we answer, let's politely ask the girl how she would feel about us killing this arrogant asshole.

USE THE DAMN GAUNTLENT LIKE A MAN!

In the end the voices arguing for the use of the gauntlet overpower the rest and it is decided upon. However before accepting the challenge I quickly managed to ask Sehdul about her feelings towards the fight ahead of us.  
-As a dwarf I can't back down from a challenge like this...I hope you understand that this is something that I have to do...  
-What are you talking about?  
-I just want to know how you'd feel towards me going through with this...  
-No don't, get away while you have a chance! It's suicide!  
-No I meant about me killing your brother...  
-That...Don't you understand!? He can't touch you unless you challenge him!  
-I guess I won't get your consent then... it burdens me to know however it shall not dull my resolve.  
-You're insane!  
-Heh, perhaps...  
I reach into my bag and turn towards the Courtlounge...  
-All right you pompous turd biscuit, it's on!  
He seems to be confused and instead of a proper response he simply grins maliciously followed by a swift nod.  
The people outside the city go wild; the more revered people begin vacating the premises while commoners stream in from the sides. Soon a huge half circle of elves had formed around them.  
Fuck, I was hoping to fight without an audience, the gauntlet might backfire in a situation like this...  
Ah well...too late now.  
I pull out my gauntlet as he unsheathes his sword, the air around us grows heavy and the crowd goes quiet.

[Spoiler \(click to show/hide\)](#)



As I put it on I instantly sense that familiar feeling of my core dropping in temperature, and the excruciating pain that follows quickly thereafter. Then the pain remains the same but I start to feel an increasing distance towards it, like an item left behind on the surface after a dive... I'm suddenly filled with an intense and unexplainable anger...or perhaps a bloodlust one might call it...it too so very distant...  
In a complete rage I throw myself towards the elf swinging my axe wildly at him, he seems surprised by the intensity of my attack and is instantly put on the defensive, the crowd gasps for air. But even though my strikes were both fast and strong he cunningly dodged every single attempt. With every strike my anger grew but no matter how furiously I fought I failed to land a single hit. Then something strange happened, while the gauntlet had at earlier times plunged me deeper into the darkness as the fight went on this time something was strange, as I kept fighting instead of sinking I soon felt myself once again reaching closer to this formless entity of bloodlust and pain. Soon without realizing it I had fully regained control of my own actions and found myself facing the elf. The elf which had been casually dodging for quite a while now probably saw this as me getting tired all of sudden and quickly lashed out towards me. His slash was extremely fast, my eyes couldn't keep up with the blade at all and blood was drawn followed by loud cheering.  
-That's all you got little man!?  
-...  
The next part of the fight was atrocious, not only had the gauntlet stopped working but the elf was a far better fighter than what we had anticipated. His fighting style did not match his bold words at all and he fought with extreme caution even while at an advantage. Always standing at a safe distance and only moving in to strike while having a positional advantage.  
[Spoiler \(click to show/hide\)](#)





At first I tried to stay on the defensive but I repeatedly kept getting cut on my hands and arms by his swift blade while trying to parry. The offensive strategy went even worse as he simply dodged every strike I made only to counterattack in the blink of an eye, the second I manage to bring up my guard he'd already backed off. Slash after slash he kept cutting me up, putting up a great show for the audience I guess...The only saving grace would be that he fought with a wooden sword, a bloody toy for Armok's sake! But there's a limit to how many cuts I can take, at some point I'll just bleed out...

[Spoiler](#) (click to show/hide)



In my most desperate of moments I decided to accept advice from the paranoid one, whom had devised a battle tactic around the notion of throwing metal coins at the elf to confuse it. It's cheap but I decided to do it anyway and threw my last coins at him, which he quickly just swiped out of the air with his blade. I even tried to bring out my knife and dual wield against him however due to heavy bloodloss my moves were sluggish. This might be hopeless...

[Spoiler](#) (click to show/hide)





We should just bail Nerin! Concede and run for it! Fuck this honor stuff!  
No come-on we can't let a chance like this slip away!  
I agree the elf insulted us, he must pay for his crimes!  
Nerin's life is at stake here!  
I'd rather die than live in shame!  
Then do you have any idea for how we could turn this around then?  
This would've been much easier if the gauntlet didn't fuck up...but I'm sure we'll come up with something soon!  
What are you talking about? Haven't you noticed that this fucker is so ridiculously fast that he's practically beating us up with a stick!  
I...I don't know! Stop being so negative!  
Well I'd love to hear a more positive viewpoint on us dying from fucking blood loss!

Well the question is really whether to concede the duel and avoid fighting entirely or somehow circumvent the elf's speed advantage. Either option would however require some clever thinking and perhaps a bit of luck.

...or something completely different beyond the limitations of my narrow mindset. (Just when you think that you've taken every aspect into account some idiot decides to kidnap a vague acquaintance in a stolen coffin :))

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HissinhWalnuts** on **January 27, 2014, 08:17:34 pm**

THROW THE FUCKING AXE

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **January 27, 2014, 09:49:08 pm**

THE GAUNTLET NEEDS MORE BLOOD

FEED ON THE CROWD AND THEN FINISH THE ELF LORD

:D

Edit: If that doesn't work, run away. We can always come back and kill him in his sleep later or something.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **January 27, 2014, 10:28:15 pm**

Use our blood to power the gauntlet. Then grab his weapon when he strikes us. Hold the weapon and beat the blood out of him, then eat his heart!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **January 27, 2014, 10:30:56 pm**

Quote from: gman8181 on January 27, 2014, 09:49:08 pm  
THE GAUNTLET NEEDS MORE BLOOD

We are bleeding feed the gauntlet with our own blood! wait for an oportunity and throw the axe at him then go barehanded using only the gauntlet, I bet if we get hit on the gauntlet with that wood stick it will shatter and splinter, maybe the axe is too heavy and it's encumbering us, failing that: Pikachu use Agility!...

Also we're a dwarf can't we tangle him motionless with our beard or something? use your dwarf powers!!

Wait a minute!! are... we... SOBER? maybe that's why we are sluggish, quick drink something!!

That is a regular wooden sword, isn't it? don't tell me it's one of the artifacts we read about in those books...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **January 28, 2014, 08:40:55 am**

Start tearing off the nearby female's shirts and throwing them at the attacker in an attempt to slow/blind/stop/trip/mesmerize, and then do whatever the rest of the lot is saying w/ blood and axes and gauntlets. 8)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 28, 2014, 11:18:27 am**

Yeah, I guess a rampage is in order. So much for teaming up with the elves. Maybe we need to use that strangling thing that teneborsus did?

In desperation, we might be able to light our shirt on fire in a pinch. The sword is wooden. So long as it's not an artifact as well, this tactic should leave the elf unarmed and us burning.

I also guess that instead of being too hungry to work, the gauntlet might be full from our earlier encounter with the wolves, seeing no need to eat futher.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **January 28, 2014, 11:40:18 am**

We just need to think of an attack he can't dodge. If only we had alcohol, we could do a booze flamethrower.  
(http://tvtropes.org/pmwiki/pmwiki.php/Main/BoozeFlamethrower)  
Edit:  
Actually, we might have some alcohol left in our stomach. Try puking, and then doing the flamethrower trick with the boozy vomit.  
Also, smoke our pipe, and blow smoke in his face.  
Also try to hit his sword with our axe, because axes are for chopping wood.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 28, 2014, 12:47:16 pm**

This really is a tough one.

Hmm. Yielding seems suicidal; the elf has expressed a want for killing us in the past. Throwing the axe is also non-optimal; getting through the crowd without it will be difficult, our dagger isn't all that heavy and won't get them out of the way that much.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 28, 2014, 03:50:54 pm**

Oh dear. We are doing it all wrong. The gauntlet should not be wasted on holding weapons, our axe should be in our other hand. We have a gauntlet that could withstand steel blades, this guy is beating us up with a wooden "sword". Let's fight like Meryn Trant, not Lannister Mook #1 to #4. http://www.youtube.com/watch?v=EPo8EgxjC2U (http://www.youtube.com/watch?v=EPo8EgxjC2U). As shown to Nerin in a flash of foreign memories, we can beat the guy by treating his wooden stick as a wooden stick, not a steel sword. Can you listen to me, or will I have to be **ASSUMING DIRECT CONTROL**?

Start by whispering/panting "surrender..." and when he stops at a safe distance for clarification, take a deep breath and say in our most ominous voice: "This is your last chance to surrender, elf. You've proven you are a great warrior and worthy of your title, but if you force our hand, your people will lose their champion today. Don't make me destroy you." While we speak, take the axe into our other hand. If he attacks again, parry with the axe, and grab his "sword" with our gauntlet. Then use our axe to either break his "sword", then move in for the kill, grab his throat with the gauntlet, and tear it out. Well, simply strangling him will do it, seeing how pointy our gauntlet's fingers are. Dramatically lifting him up then tossing him away once he's dead is optional.

EDIT: if the gauntlet is metal, we will have an even easier time killing him with it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **January 29, 2014, 04:58:02 pm**

Quote from: Tirion on January 28, 2014, 03:50:54 pm

Oh dear. We are doing it all wrong. The gauntlet should not be wasted on holding weapons, our axe should be in our other hand. We have a gauntlet that could withstand steel blades, this guy is beating us up with a wooden "sword". Let's fight like Meryn Trant, not Lannister Mook #1 to #4. http://www.youtube.com/watch?v=EPo8EgxjC2U (http://www.youtube.com/watch?v=EPo8EgxjC2U). As shown to Nerin in a flash of foreign memories, we can beat the guy by treating his wooden stick as a wooden stick, not a steel sword. Can you listen to me, or will I have to be **ASSUMING DIRECT CONTROL**?

Start by whispering/panting "surrender..." and when he stops at a safe distance for clarification, take a deep breath and say in our most ominous voice: "This is your last chance to surrender, elf. You've proven you are a great warrior and worthy of your title, but if you force our hand, your people will lose their champion today. Don't make me destroy you." While we speak, take the axe into our other hand. If he attacks again, parry with the axe, and grab his "sword" with our gauntlet. Then use our axe to either break his "sword", then move in for the kill, grab his throat with the gauntlet, and tear it out. Well, simply strangling him will do it, seeing how pointy our gauntlet's fingers are. Dramatically lifting him up then tossing him away once he's dead is optional.

EDIT: if the gauntlet is metal, we will have an even easier time killing him with it.

Over 9000+

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 29, 2014, 05:12:27 pm**

Also, planning for after our victory: bang hot elven girl(s), find out about their curse that makes them unable to touch metal, bang hot elven girl(s), train to build up strenght, dexterity and endurance, bang hot elven girl(s), learn how to shape wood like an elf, bang hot elven girl(s), learn how to tame and train war animals, bang hot elven girl(s), get the elven army in shape, bang hot elven girl(s), lead a champaign againsts the goblin invaders to avenge our birthplace, bang hot elven girl(s), go on a quest to break the above mentioned curse once the elven kingdom is more secure. Bring the elven girl mentioned above, preferably identical to the noble one who was kind to us and was real hot (she can share our bedroll, heh heh), the bard to witness our story, and some badass war-animal. War-trained Wilfred the goat, maybe?

When we break the curse, return for some celebrations, lead another campaign against the goblins, re-conquer a lot of ancient elven forests, slay the goblin leader (bonus point if it's a demon) and take back our fortress. Use an elven garrison to keep it safe, but make it clear that they are doing just that, not occupying a dwarf fortress. Our eventual goal is to restore the elven and dwarven kingdoms into their former greatness and beyond, as allies. Our quests shall include: killing demons, titans and megabeasts, learning secrets, building awesome cool stuff first as experiments then on a large scale, leading armies, raising a revolution against the corrupt leaders to Silverdrop, travel to lands far away and the depths of the earth to recover ancient artifacts and tame breeding pairs of exotic war beasts for our army.

And throughout it all, we'll make a name for ourselves, and keep our story true, if a bit embellished. No longer shall Nerin be ashamed of us - we are spirits of ancient heroes, guiding this dwarf to fulfill his destiny, and while our opinions may differ sometimes, we always reach consensus eventually. Our gauntlet is a dwarven artifact of dread power, one we claimed in a duel against it's former owner. Don't forget how he was armed and we were not. Make no secret of this. They might fear us for it, but we'll make it clear we want to help them, and we'll be away on quests most of the time anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 29, 2014, 05:20:35 pm**

Quote from: Tirion on January 29, 2014, 05:12:27 pm

Also, planning for after our victory: bang hot elven girl(s), find out about their curse that makes them unable to touch metal, bang hot elven girl(s), train to build up strenght, dexterity and endurance, bang hot elven girl(s), learn how to shape wood like an elf, bang hot elven girl(s), learn how to tame and train war animals, bang hot elven girl(s), get



the elven army in shape, bang hot elven girl(s), lead a champaign againsts the goblin invaders to avenge our birthplace, bang hot elven girl(s), go on a quest to break the above mentioned curse once the elven kingdom is more secure.

You need to learn a thing or two about multi-tasking. We can do all of things whilst banging (hot) elves, with enough training.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **January 29, 2014, 05:45:21 pm**

Why do people think Nerin hurting himself will be helpful? He's ready banged up as is.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **January 29, 2014, 06:01:19 pm**

The 'emulate Teneborsus' part of it has more allure.

And of course we're having a tie at the 10 vote mark. Why wouldn't we be having a tie?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **January 29, 2014, 06:44:14 pm**

Quote from: AfellowDwarf on January 29, 2014, 06:01:19 pm

The 'emulate Teneborsus' part of it has more allure.

And of course we're having a tie at the 10 vote mark. Why wouldn't we be having a tie?

I feel like this gets more and more relevant every week....

Quote from: slowpokez on January 23, 2014, 07:42:07 pm

Well since the community in my usual thread can't make up their mind and keep on tying up the poll I guess I'll have to come here and draw insted - \_\_\_\_\_-'  
Some times it feels like they're all conspiring against me to make work as difficult as possible :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **January 29, 2014, 07:49:21 pm**

Not sure why the shirt ripping needs to be voted on, it's just an addition before whatever is actually voted on. 8)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 30, 2014, 04:08:17 am**

note how similar the two leading opinions are: both need Nerin to grab the elf's "sword".

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **January 30, 2014, 12:39:46 pm**

Forgot to vote, done.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 30, 2014, 03:51:58 pm**

Quote from: Lt\_Alfred on January 30, 2014, 12:39:46 pm

Forgot to vote, done.

And not for my idea? I am disappoint.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **January 30, 2014, 05:44:24 pm**

Wait what? oh sorry thought I was voting on the "assume direct control" suggestion, my bad!  
make it 3 votes for "Have Nerin hurt himself in an attempt to awaken the gauntlet, then grab the elf's weapon as he swings followed by attempting to emulate the original owners attack." and 4 for what Tirion said please.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **January 30, 2014, 06:49:36 pm**

Quote from: Lt\_Alfred on January 30, 2014, 05:44:24 pm

Wait what? oh sorry thought I was voting on the "assume direct control" suggestion, my bad!  
make it 3 votes for "Have Nerin hurt himself in an attempt to awaken the gauntlet, then grab the elf's weapon as he swings followed by attempting to emulate the original owners attack." and 4 for what Tirion said please.

That's better. Mine is the "This stuff (link)" option, which if we count it this way, is winning ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 02, 2014, 03:42:26 am**

I think this might be the most people we've ever seen voting.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 03, 2014, 10:07:57 am**

Quote from: AfellowDwarf on February 02, 2014, 03:42:26 am

I think this might be the most people we've ever seen voting.

Indeed. Let's beat this elf at his own game at last, as badassfully as possible.

EDIT: And feel free to plagiarize the HFS out of Harbinger while your write my parts. <http://www.youtube.com/watch?v=OaRdcVYTjRw>

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 06, 2014, 06:19:25 pm**

I think it's...over...  
No! Do something! Anything! THROW THE FUCKING AXE!!!  
Uhhh no, maybe...uhmm...maybe...we could attack the crowd! It might get the gauntlet going again...  
What, we're in enough trouble already; I don't see how murdering innocent people I front of a crowd would make things better!

But it's...it's a last ditch effort! We got nothing to lose at this point!  
I'd suggest we start tearing off the nearby female's shirts and throwing them at the attacker in an attempt to slow/blind/stop/trip/mesmerize.

I like this idea but I don't feel like this is neither the right place nor the right time for it!

Maybe we need to use that strangling thing that Tenebrosus did?

I don't even know what the fuck happened back there...

How did you plan on actually reaching him though?

Uhhh...

It is merely a wooden stick! As he is about to swing simply grab the blade and finish him!

That might just work...

Uhhh a plan like that needs a finishing line though...

What?

How 'bout; "This is your last chance to surrender, elf. You've proven you are a great warrior and worthy of your title, but if you force our hand, your people will lose their champion today. Do not make me destroy you."

...well...perfect...I guess.

Wait...do you think we could activate the gauntlet with our own blood!?

Why do you think Nerin hurting himself will be helpful? He's already banged up as it is.

And we already made a plan....

Wait, wait I've got a better idea! WE LIGHT OUR SELVES ON FIRE!

That's the most stupid proposition so far.

No don't you get it!? He's sword is made from wood. You know what burns wood? Yea that's right! FIRE!

Quickly let's go with the plan!

No, don't you see!

Stick to the plan, stick to the plan!

(OOC, I was too lazy to colour each persons conversation...I guess Nerin's too fucked up to judge who is who at this point :P)

As I hear a loud chuckling followed some inaudible sound that I believe to be some snarky comments from the elf I rise onto my feet as one last feat of strength. The wind had stopped flowing and the two of us once again stood frozen facing each other. The crowd was cheering obnoxiously and seemed to find great joy in the execution of a lonesome dwarf. Where are all your fine standards and just morals now huh? The elf then raised his hands in the air followed by an immediate cheer from the audience, in an instant he's recklessly charging towards me faster than I've ever seen someone move before. The crowd needlessly to say goes wild in anticipation of the final blow...

The voices start shouting different orders at the same time and I can't pick out what they want me to do, at this point I'm completely panicking. Somehow they seem fairly united on agreeing to the fact that I should somehow grab his sword.

I can't even finish my thought before the sword comes down upon me; luckily it comes in a wide arching swing from the left instead of the quick thrust like previously. He must have thought I'd given up...

In the last moment I manage to grab on to the blade in motion, a hefty pain spurts out in my hand and our eyes lock on as we stand before each other. In a soft voice the elf whispers:

- Do your worst...dwarf, hope you weren't too fond of that hand of yours.

[Spoiler](#) (click to show/hide)

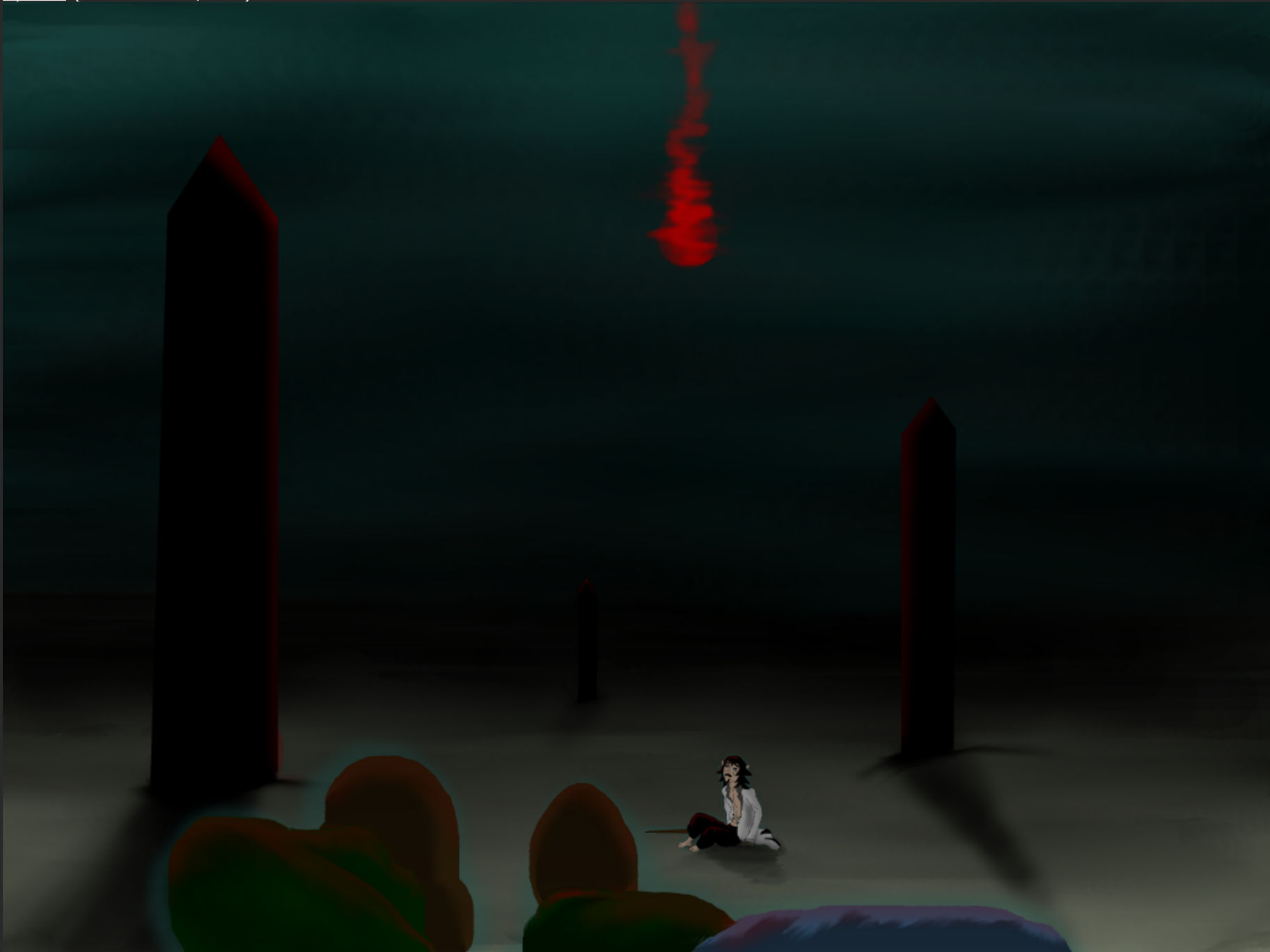


As he says that he thrust his sword deep into my hand cutting off the ligaments and shallow arteries.  
This is your chance Nerin!  
Fast!  
WHAT CAN I DO!? HE'LL KILL ME!  
Do the Tenebrosus thing!  
What!?  
Grab his bloody throat!  
I don't have time to finish the conversation and in a last desperate attempt I lounge myself at his smug face and grab on to his neck.  
[Spoiler](#) (click to show/hide)





.  
. Spoiler (click to show/hide)



This place again...  
It actually worked!  
Well yea...still don't make bets like that in the future when lives are at stake!  
Hey, what's life without a lil' bit o' spice!  
....sigh  
Spoiler (click to show/hide)



-What is this wretched place!?

-What the fuck is going!?

-Answer me dwarf!

-uhhm...

This is fantastic! Just roll with the assassin dude's speech.

What!?

Yea like about this place and stuff, you know to freak him out and such!

-This is the inside of Extortusshis.

-What is this foul magic!?

-Extortusshis is one of Silverdrop's five artifacts, six if you count the lost throne. But it was not made by a dwarf from here; in fact it was not made by a dwarf at all. We got all the time in the world in here, heh heh heh...

-I don't understand!? How do I escape this place!?

-Time does not exist in here. It is just you and me.

-Even if this is hell and I am doomed to die here I shallt take you with me dwarf!

-Your words mean nothing, and your life is already mine.

-Hah, you might've trapped me but I shall never fall!

Damn this guy got some guts...for an elf that is of course!

-This is your last chance to surrender, elf. You've proven you are a great warrior and worthy of your title, but if you force our hand, your people will lose their champion today. Don't make me destroy you.

-Wait...you'll let me go?

Uhhh...

I didn't expect that...

Do we even know how to get out of here?

I think we have to kill him like last time...

That's...well...

-Uhhh...no. I finally got you exactly where I want you!

-Hah, dwarven liar! Nothing has changed, I could beat you even if the sky and the ground switched place, even if the sea rose higher than the tallest mountain, even if I'd lost my sight the outcome would still be the same!

-Perhaps, but I'm not the only one you have to beat!

-Huh?

I suddently feel extremly Nauseous and start belching...

-What the fuck are you doing!?

[Spoiler](#) (click to show/hide)



The elf goes pale white with fear as some of the strange figures engage in combat while the others swarm around the fight crackling in unison.

In a great display of superb swordplay the elf took on the horde of attackers and gracefully dodged incoming swings from all directions. At first the figures had attacked with great joy and twisted smiles but for every failed attempt they grew more agitated, however neither their great numbers nor their superior strength was enough to bring him down.

[Spoiler](#) (click to show/hide)





Stand back peasants! This fateful situation calls for some divine intervention!

Oh thou simple beast facing the great Gili Stonehelm'

Oh how thou shalt suffer from my deific wrath'

Oh thou lost soul on the verge of hell'

Oh how thou shalt be purged by fire or reason. Possibly both.

With these words he paranoid one scurries of to some unknown location without anyone paying much attention as the battle is still ongoing, however as stagnant as ever.

He doesn't emerge again for a few urists when he suddently comes crawling in on all fours looking atrociously happy. What follows next was a disgrace to both parties fighting really...

A detail that will most likely be left out if this tale was ever to be sung by another in a distant future...

[Spoiler](#) (click to show/hide)



And in an instant the balance of the fight had been completely taken apart. As the elf was brought down to the ground one of the figures rushed up and decisively crushed the elf's wrist followed by two others grabbing his leg and twisting it until the bone snapped out with a loud crack. Finally one of the larger figures slowly lifts his foot and rests it upon the elf's head. The elf looks desperately over at me but just as he does that the paranoid one reaches down really close to look slyly at the elf. "I guess that'll be the last thing he'll ever see", I think as I hear a loud crunch and the mysterious wasteland fades away.

As I feel the elf's body go limp in my grasp I quickly slam my sliced up fist at his face to simulate a killing blow to not raise any suspicion to the strange event that had just occurred  
The cheering dies down and a loud gasp goes through the crowd, followed by panicked shouts and surprised mumbling  
As I drop the elf to the ground the world goes red, the strange light or smoke or whatever it is engulfs me. As it flows around me greater than ever before I can't really grasp its presence, flowing slowly like waves on a still day yet the edges jumped playfully like a roaring fire. Having neither resonance, fragrance, taste nor form its existence was hard to define. In a way it was similar to fire in the sense that neither one was a form of vapor even though they didn't react to exterior elements but while the fire is so easily definable due to its thermal expulsion the red mist was no warmer than the air around it and was almost undetectable but for a faint subsiding feeling like sinking into a bed of moss or submerging your hand in lukewarm water. The whole event might've been fairly pleasant if it weren't for my wounds starting to itch like the flesh itself was crawling underneath my skin and over my bones.

[Spoiler](#) (click to show/hide)





I was however quickly awoken from my moment of thought by a loud scream followed by some frightened voices. As I turned around the crowd was in complete dismay, some were running back for the city others were frozen in place just staring with widened eyes. Some of the more vocal bystanders started shouting things about dark magic and evil wizards and after the initial chock had died down some of the military started circling me cautiously with long spears pointed at my throat. I might've regained my strength but I was in no position to fight a multitude of armed military.

-Hey guys...stop it!

...

-You have no right to do this!

...

-I WON FAIR AND SQUARE!

...

-He challenged me for fuck sake!

...

-I don't deserve this!

-You...you used some foul magic! We all saw it!

-This isn't my doing! I got this thing by killing an evil murderer in the past!

-The only evildoer here is you scum!

-I won the fucking duel though! You can't treat me like this!

-Stand down dwarf!

\*I'm forced down on my knees again\*

-Let me speak to the council-guy!

-No, we're waiting for the commander to have you executed.

-What!? That's not fair!

-Pfff

The following wait was extremely painful, the exhaustion from the battle, the soldiers pointing their spears and the judging eyes of the crowd...

I had won...I had beaten all the odds! But they'll still kill me?!

I can't believe this...

I look around me to find anyone that might help me but crowd's eyes were either filled with malice or with tears at this point...

I managed to spot Amathspar far off in the back where he stood looking mighty concerned and confused while clenching Wilfred to his chest.

Sehdul on the other hand was over at her brother's body paying no attention to any other simultaneous events such as my arrest...

After a few urists the elven woman whom had led my captors came running, this time her frown was gone replaced by a broad smile which made a sharp contrast to all the miserable faces around us.

-Thought you could get away with killing an elf on our own ground!? Hah! And nobleman to make matters even worse; I'll see to that you will receive a slow death.

-It was a fair duel!

-Well, I heard you used some evil magic or something so I couldn't care any less dwarf.

-...

-I'm not surprised; you dwarves are all the same. Evil twisted creatures that take any opportunities to ruin people's life!

\*Suddenly a robed elf emerges from the crowd carrying a scroll\*

-And what the fuck do you guys want now then!?

-Hrrmhrrm, on behalf of the patriarchs I have been given the authority to bring this dwarf with me to the priesthood's residence.

-What!? Don't you know what he just did!?

-Yes and that is why the priests wishes to have a word with him.

-I won't let you do this a second time, kill him!

The soldiers twitch for a moment but hesitate as the robed elf lifts his hand.

-Please refrain from harming him for the time being, much appreciated.

-Fuck!

-I am merely following orders here so would you please refrain from expressing your agitation right here and instead make a complaint with the council that if approved might later reach my superior amongst the ranks of the Sun.

She grinds her teeth loudly as she walks off in anger for a second time. As she does that the soldiers with the spears back off only to be replaced by four oddly dressed elves, the four then escorts me into the city and the robed elf stays behind. The crowd around as seems to be even madder than before as we cut through them...at least they seem to respect the priest dudes enough to not jump me...

Yes I've never been so happy to be kidnapped by a bunch of priests before!



I thought the plan was brilliant...  
Why did have to turn out like this  
This sucks...  
Elves suck...  
Life sucks...  
At least were not dead!  
"Yay"...sigh...  
Maybe we can make a run for it!?  
I think were actually safer with the priests than anywhere else right now...  
For now!  
I'm still in favor of the shirt tearing plan!  
Well...  
What do we have to lose!  
As I pass by a girl in the crowd I casually reach out and grab her top as we walk past. No one even notices as there is so much commotion going on and the girl just is left standing there utterly confused.  
[Spoiler \(click to show/hide\)](#)



Worth it.

After an eternity of walking throughout Seraté while having people giving you hateful looks I'm brought down a wooden spiral staircase below one of the great tree's roots. The climb down goes on for quite a few urists and when we finally reached the end the staircase the guards had left without a trace. The room that I had been brought into was huge and dimly lit, almost resembling a dwarven hall so I felt surprisingly at ease considering what kind of a situation I'm in. In there were five tall thrones made from a dark wood three of which were occupied, why the other two were vacant I couldn't figure out. Amongst the occupants of the chairs were an impressive looking elf with gray hair, a sharp gaze and an exquisite outfit. Furthermore there were also a tall dirty elf with a weird hat and loads of trinkets, he'd look old even for a human or a dwarf but considering the fact that he's an elf he must be considerably older than that. Lastly there was an elven woman with and uninterested look on her face, what was a bit jarring about her was all the strange tattoos that looked almost like scars.  
[Spoiler \(click to show/hide\)](#)



-You stand before three of the five patriarchs of the sun.  
-Please don't kill me; the other guy challenged me to a duel! I didn't mean to do it! I mean it was a fair fight so it's not fair for me to be killed even though I did come out victorious!  
-We have no interest with the petty affairs of the Courtlounge, but if you speak out of turn again I may change my mind on whether or not to execute you.  
-Yes master elf, sir uhmm...  
-I would not even value his miserable life over yours, however you are in possession of an object that has peaked my interests, I assume you know what I'm talking about?  
On demand from the voices I lift up the recently acquired top. As he stares at me coldly I decide against it and put it back behind my back and take out the gauntlet.  
-We would like to acquire as much knowledge as possible about such an artifact and as of such we're willing to offer you a chance to avoid execution and you shall get to return to where you came from in exchange for it. What say you dwarf?  
-uhmmm

---

This time the voting got so complicated that I decided to just jam in as many people's opinion's as possible :P

Btw why did noone tell me that I had posted the same picture twice on the last update -\_\_\_\_\_-' (fix'd)

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **February 06, 2014, 06:55:15 pm**

\*freeze frame high-five slowpokez\*

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **February 06, 2014, 07:48:04 pm**

We should drink the potion we got from Tenebrosus.

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HissinhWalnuts** on **February 06, 2014, 07:53:35 pm**

KILL EVERY LAST FUCKING ELF ALREADY!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 06, 2014, 09:55:41 pm**

Sharing knowledge is acceptable but no one gets to touch the gauntlet except Nerin. It's our only way to interact with world outside Nerin's body. Besides it's metal and elves can't touch metal. :P

Also... we must unlock the gauntlet's full power so we can enter into the world in all our shadowy splendor.

BTW seriously that update was great :D! Loved it all and the fight scene was both awesome and hilarious.

(( Can one of the shadow things have a tophat? :)) ))

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 06, 2014, 10:25:53 pm**

returning is not really an option for us, we won the duel, the title is ours, have the elves no honour? We could share info on the artefact for help/to show our goodwill but don't give the artefact away, it's ours, our own, our precioussss, ehem...

We could even hint a little threat, we could brag that they only saw a fraction of what we can do with the artefact and we could as well fight our way out and raze the whole city to the ground using the gauntlet, our sense of honour prevents us of doing that but if the elves want to play that way... if the elves won't respect a duel... well we might be relieved from our own code of honour. ;)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 07, 2014, 05:18:15 am**

First, about the shirt: Totally worth it. In the words of Jan Valentine: "Well, at least I'm gonna die with a raging boner!"

**I won that fight fairly! The gauntlet is mine and the title is mine! (tricky roll+ a good explanation)**

The explanation being: ask the priests to hear your story, all of it. "So, you brought me here for information? I have some for you." We can tell them anything, that won't mean giving the gauntlet over.

Tell them everything, from the very beginning. Blackgate had little to do with the puffed-up arrogant asses in Silverdrop, whom the Elves associate all dwarves with. So this part, as well as the death of all we held dear by goblins, will get their sympathy.

They are priests, tell them about the spirits guiding us, living in us. This will raise their curiosity.

Tell them how we claimed Extortusshis, and the story we heard then. Point out that:  
-1, the gauntlet is made of metal, and thus useless to anyone in Sareté but us.  
-2, the spirits living in us defeated the original owner of Extortusshis, even when we had no artifact or even a weapon.

So, they have 2 possible outcomes:  
-1, execute us, in which case they are left with an artifact they can't use, and a swarm of angry spirits possessing elves and seeking revenge.  
-2, recognize our claim for the title of Courtlounger, letting us keep the gauntlet, and provide us incentive to use our powers for the benefit of the Elven people. We are a dwarf with simple tastes, if provided with booze, food (we have nothing against fruits and bread, do we? We can eat meat when we are abroad, which will be most of the time) and nubile girls, we'll be more than happy to lead the elven army (as a champion, not a general, leave strategy and logistics to those who did it before) and go on quests to break their curse, tame war beasts, etc.

Appeal to their wisdom, which prevented the commander from executing us and leaving them outcome no. 1, and all the mayhem it implies.

The priests get to save the day from further disaster, Sareté gains a mightier champion than it had before, and we get what we want. Win-win-win. And if they object to the "evil" nature of the gauntlet, retort by asking if ensuring the continued existence of their people with the help of our gauntlet is more evil than extinction by hungry, horny goblins. We have read the history of the realms, we have seen the trends. Without our intervention, they'll see their people raped to death, eaten and sewn into clothing by greenskins, and soon. And if they are very very lucky it will happen in that order.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 07, 2014, 10:51:22 am**

Granting us the title of courtlonger is in their best intrests. Firstly, the title of courtlonger is contested by elven warriors. To the death. If they let them fight over it, many of their strongest will die. Since they're at war with the dwarves, that's bad for them. By giving the title to someone who is percieved to kill their opponents with dark magic, they'll prevent the bloodshed.

Secondly, the gauntlet is percieved as evil. If they keep it, and perhaps us, behind closed doors, the people will get suspicious. They don't want to give anyone the imprssion that they're using dark magic to futher their own agendas, do they? If they let us be courtlonger, they just follow elven law.

Thirdly, Courtlongers are expected to fight others. If they ever need to test the gauntlet in combat, it won't seem out of place to send us to battle.

And if they call us violent, we can offer them an explanation. We risked life and limb getting one of their people out of prison, and escorted him here. Instead of a 'thank you', we got sharp wood in our chest and a trial. We weren't exactly ourselves by then. Adding to to that, the courtlonger held up entry into the city as a prize, with the alternative being to go back to the bandit infested human lands. They should understand that we'd take up that option by that point.

Quote from: slowpokez on February 06, 2014, 06:19:25 pm

Btw why did noone tell me that I had posted the same picture twice on the last update -\_\_\_\_\_-' (fix'd)

I figured that was the joke.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 07, 2014, 11:12:49 am**

I forgot we got out without the use of the gauntlet before.

But WHY do people want to trade the gauntlet when we would *easily be dead multiple times over by now without it?*

It is by far our greatest asset and I personally would not trade it for any amount of Elven influence.

I mean they've all just got sticks for weapons. *Their greatest warrior couldn't finish us off quickly.* No wonder they're losing territory to every other nation in existence. I only support trying to gain the Elven position at all because I want to see if we can use it to potentially find out about any necromancer tablets around or maybe to find out more about Nerin's amazing puking powers.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 07, 2014, 11:28:22 am**

Also, let's ask after our former opponent's sword. I think those gems have lightened up a time or two now.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 07, 2014, 11:45:40 am**

Elves use some sort of enchanted wood. Still, they'd be better off with poisoned (with some poisonous plant extract drawn without killing the plant) wooden arrows or stone arrowheads, punji traps and rolling treetrunks\*, and big badass beasts of war. As courtlonger we shall bring forth our "insane" ideas and kill a lot more goblins with them than with the gauntlet.

\*It worked for the Ewoks, didn't it?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 07, 2014, 12:28:09 pm**

Well, something being off with the sword could explain why the gauntlet wouldn't work at first.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 07, 2014, 01:22:32 pm**

Posting to watch.

If all else fails, explain the this gauntlet is antithetical to Elven ways and principles, and they should want nothing to do with it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **February 07, 2014, 03:53:26 pm**

The elf never said artifacts weren't allowed in the duel, and he never said magic wasn't allowed in the duel. Therefore magic and artifacts were both allowed in the duel. We won fairly.

Also, I forgot to wish this thread a happy birthday. It's been over a year.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 07, 2014, 04:00:32 pm**

They don't care about the duel, though. They outright said so.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 07, 2014, 04:36:48 pm**

Indeed. These elves are probably above the law.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 07, 2014, 07:10:36 pm**

Hahaha I just noticed the one short old elf giving us a thumbs up after ripping off the other elf's top.

Absolutely priceless.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 08, 2014, 04:18:50 am**

Quote from: NAV on February 07, 2014, 03:53:26 pm  
The elf never said artifacts weren't allowed in the duel, and he never said magic wasn't allowed in the duel. Therefore magic and artifacts were both allowed in the duel. We won fairly.  
Also, I forgot to wish this thread a happy birthday. It's been over a year.

Indeed.  
Cloudsprite(the peasant dwarf II?) -interactive story- became a Dwarven Child  
And yeah, if artifacts of evil magic weren't allowed, they should have said so the moment we slapped on the obviously evil-looking unique gauntlet.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 08, 2014, 03:03:46 pm**

Again, there's no point in arguing about the rules with them, because *they just do not care about the duel*.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **February 08, 2014, 10:45:09 pm**

Quote from: slowpokez on February 19, 2013, 06:23:02 pm  
-Extortusshis is one of Silverdrops five artifacts, six if you count the lost throne. But it was not made by a dwarf from here, in fact it was not made by a dwarf at all. We got all the time in the world so I might aswell tell you the legend.  
Spoiler (click to show/hide)  
It takes place in a time before time when gods still ruled the four corners of the world, long before the dark horrors were locked away. Armok's insatiable thirst for blood led him on a hunt, a neverending hunt where he would seek out every living being and slay them for his amusement. This went on for many centuries before he was banished to the depths of the earth, it was during this time that a certainly extraordinary event took place. Armok's hoardes of dark beings never met any resistance on their march throughout the lands, often their preys had already taken their own lives upon seeing the dark shadow rising over the horizon. However one day when his army charged through a small dawrvren settlement something strange happned, the population of the fort was quickly extinguished but for one. Not only did the lone dwarf ignore the callings of death, he accually stood his ground and fought the neverending masses, Armok supposedly sat and watched the carnage for three days and three nights. When the sun rose on the third day Armok called back his legion of filth and malice and faced the dwarf eye to eye.  
Armok question was simple-Why do you fight?  
The dwarf painted red by the blood of his kin, his enemies and himself just awnsered- Why not?  
From that day onward the dwarf fought side by side with the undead and demons under Armok's command, it is said that his lust for blood was surpassed only by Armok himself. Many years passed this way until something happned, something that Armok did not understand. The unnamed warrior grew old, he began losing his strength and the only thing standing in between him and death was his will to fight. Armok then disappeared for a day but upon returning he brought with him a dark gauntlet, he gave it to the dwarf whom had lost both his arm and his sight. The gauntlet was however no ordinairy gauntlet for it held the power to rip the lifeforce from ones body, the crippled dwarf fought a battle which might have been his last if it weren't for the gift he had been given. For every slash he made, for every punch he threw he could feel his old self returning...  
He never regained his sight but now he could join his undying brethren in a neverending crusade of slaughter. It is said that in Armok's last fight against the sun and the moon the unnamed dwarf was the last to fall.

Tell them the story of Extortusshis.

Quote from: NAV on February 08, 2014, 10:45:09 pm

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Tell them the story of Extortusshis.

Armok killed their moon god person. I imagine they're still angry about that, so we might not want to tell them about his involvement.

Edit:  
Maybe they know about that the artifacts are related to Armok, and think that they might be able to get the moon's head back through them? It's insanity, but I guess metal allergies have a way of making one desperate.

Edit2:  
Hmm, well, if they wish to reach Armock himself through the artifacts, that'd be easier if we were to secure them a dwarven fort that holds five others.(And I have a plan ready for that scenario.) Not to mention that being deep enough under ground will bring them closer to him, if we were to believe the old man who gave us memory smoke.

Quote from: AfellowDwarf on February 09, 2014, 08:59:28 am

Quote from: NAV on February 08, 2014, 10:45:09 pm

Quote from: slowpokez on February 19, 2013, 06:23:02 pm

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Maybe they know about that the artifacts are related to Armok, and think that they might be able to get the moon's head back through them? It's insanity, but I guess metal allergies have a way of making one desperate.

Well, I did propose to break their curse, an artifact related to the one who inflicted it might help a lot. If nothing else, it would offer a certain sense of symmetry. Also, I'm secretly hoping there will be a magical "moon" girl involved, like in Avatar: The Last Airbender. ~~Worst case-scenario~~ If it goes as I expect, we could say this: <http://www.youtube.com/watch?v=2vr9xPqGD8o>

Also, I propose we reveal our nature to the priests, and if we do it we might as well do it badassfully. For a base template, go for this: <http://www.youtube.com/watch?v=IX7HDcvw2pk>

Spoiler (click to show/hide)  
"Eternal. Infinite. Immortal. The man/woman I was used these words, but only now do I truly understand them. [If Paragon] And only now do I understand the full extent of his/her sacrifice./ [If Renegade] And only now do I comprehend the full potential of his/her decision. **Through his/her death, I was created. Through my birth, his/her thoughts were freed. They guide me now; give me reason, direction.** Just as he/she gave direction to the ones who followed him/her, the ones who helped him/her achieve his/her purpose; **now my purpose. To give the many hope for a future; to ensure that all have a voice in their future. / To right the wrongs of the past; to provide a voice to those too weak to speak for themselves. [Or alternatively] To provide the many with a powerful leader; to put an end to the bickering of the many; to ensure the strongest are not feared or reviled for their strength. The man/woman I was knew that he/she could only achieve this by becoming something greater. There is power in control. There is wisdom in harnessing the strengths of your enemy.** I will rebuild what the many have lost; I will create a future with limitless possibilities; I will protect, and sustain; I will act as guardian for the many. / **I will restore what the many have fought for; I will lead an army that none will dare oppose; I will protect, defend; I will destroy those who threaten the future of the many.** And throughout it all, I will never forget; I will remember the ones who sacrificed themselves so that the many could survive. And I will watch over the ones who live on / And I will keep a watchful eye over the ones who live on; those who carry the memory of the man/woman I once was, the man/woman who gave up his/her life / who fought to become the one who could save/lead the many."

We could also invade Hell to retrieve the moon head, but that's an herculean effort. We could probably get Batmen tribes in on this with the 'Demons are evil' angle. We'd clothe them in adamantine, of course. Weither or not this'll put any dent whatsoever in the demon population likely depends on how many batmen we can find. I don't think any other remotely sane group of people would join us on this, though.

Edit: I wonder if adamantine counts as metal for the elves.

Quote from: AfellowDwarf on February 09, 2014, 03:25:26 pm

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Nerin is not a smith, or a furnace operator. Some of us spirits may be, but it will take practice to control him and do acceptable work. And we have no anvil at any rate.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2014, 04:36:04 pm**

Quote from: Tirion on February 09, 2014, 04:32:36 pm

Quote from: AfellowDwarf on February 09, 2014, 03:25:26 pm

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Nerin is not a smith, or a furnace operator. Some of us spirits may be, but it will take practice to control him and do acceptable work. And we have no anvil at any rate.

This is more of a post-fort-conqueration goal. We'll probably have forced a dwarven smith under our command at that point.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 09, 2014, 05:09:49 pm**

By "explaining what the gauntlet does" what do ya'll mean?  
I know how it works but I doubt you do :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2014, 06:27:33 pm**

Erm, which posts are you refering to? I mean, there's been suggestions of talking about/ threatening with its nodescript power, appeals to their belief that the gauntlet is an evil thing, and a suggestion to retell what Teneborsus told us, but I don't see any of those needing an explanation of the gauntlet's inner bowels.

Edit: Well, let's see what I can deduce, anyway.

- The gauntlet is an artifact, therefore indestructible by conventional means.
- The gauntlet has a will of its own. It's violent and has little sense of self preservation when it's in controll(As evidenced by us jumping off a cliff while we chased the wolves.) It can also manifest in dreams, it seems. Less violent but morbid. (This might've been Teneborsus as some sort of side effect to the in-gauntlet battles. If we dream about the elf tonight, this'll confirm.) The bloodlust might also be partially because it connects the wearer with its victim. Separating the two might have reprecussions for the former.
- The gauntlet drains life during combat. It doesn't heal any large wounds.
- The gauntlet needs either contact or wounds on the other party to function. Our last opponent didn't let us strike him, therefore stopping the gauntlet in its tracks.
- -Or the gauntlet can be counteracted by other artifacts, should the elf's sword be one.<sup>1</sup>
- Dimnishing effects could be a factor as well, but we might be better off ignoring that one for now.
- Strangling someone with the gauntlet leads to a deathmatch between the two. If the gauntlet's owner wins, he drains the life of the other, far better than it would normally. This has no reprecussions, as Teneborsus used this maneuver on a non-threat like us.
- Or if 1's true, strangling someone with the gauntlet leaves them with you inside of it to be slaughtered. If they are in possession of an artifact, they can use it to fight back.
- The gauntlet does not help one's eye sight. The old dwarf didn't recover from his blindness and Teneborsus wore glasses. It's unconfirmed if it actually makes things wose.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 09, 2014, 07:10:34 pm**

I wonder if Nerin's a dwarven artifact :P.

Why else is he capable of puking out monsters like us? :))

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 09, 2014, 07:39:20 pm**

Quote from: gman8181 on February 09, 2014, 07:10:34 pm

I wonder if Nerin's a dwarven artifact :P.

Why else is he capable of puking out monsters like us? :))

Well, we're kind of an exception to the general rule. Adding 'can be bypassed by insane multi-possesed dwarf' to any list will probably only serve to confuse.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **February 10, 2014, 01:14:14 am**

Can we say LOL!!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 10, 2014, 05:44:08 am**

Gamblers to the very end huh xD

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Guys...should we accept the offer? This seems like a way out...  
No, we'd lose everything we've worked for that way!  
Perhaps we could strike some sort of compromise.  
Nah, fuck these elves! We won that shit fair and square!  
They'll kill us for sure though...  
No we just have to convince them.  
I'll use my superb people skills to win them over!  
Maybe not....  
We should drink the potion we got from Tenebrosus.  
This is perhaps not the time for that...we got other problems at hand.



But what if we just trade it for the title and...  
I can't take this anymore! KILL EVERY LAST FUCKING ELF ALREADY!  
Uhhh...that might...not be the best... Can't we just share some information with them since what they're really after is knowledge?  
Returning is not really an option for us, we won the duel, the title is ours, have the elves no honor? We could share info on the artefact to show our goodwill but don't give the artefact away, it's ours, our own, our precioussss, ehem...  
Well, at least I'm gonna die with a raging boner! Oh...wait we've already moved on from that topic...Hrmm hrmm, Ask the priests to hear your story, all of it. "So, you brought me here for information? I have some for you." We can tell them anything, that won't mean giving the gauntlet over. Tell them everything, from the very beginning to get their sympathy. Appeal to their wisdom, which prevented the commander from executing us and leaving in a situation of total mayhem!  
After I had finally managed to go through my entire life story the elf in the center looked as unimpressed as ever and the one with the hat seemed slightly amused. Perhaps not the sentimental outcry I was hoping for..  
-Uhhh...  
-Are you quite finished yet?  
-Your greatest warrior couldn't finish me off. No wonder you're losing territory to every other nation in existence. I think I'd make a better Courtlounge than any elf!  
The previously speaking elf begins again with a concerned look while the tall elf smirks intently, even the previously uninvolved woman start chuckling lightheartedly.  
-The Courtlounge is not a warrior's position in the first place, I doubt you'll understand this but greed is such a weak trait amongst elves that the position is fairly unsought.  
-But Seraté would have a mightier champion then before! I could break the curse that separates you from metal or defend you against the goblin threat!  
At this point all three of them are laughing even the intently sincere gentleman in the middle; he however tries to conceal it with a loud sigh.  
-Sigh...The elves are not cursed, I don't where you got that from...Metal was a gift we received in a time before time, that we later however lost. And what are these goblin attackers you speak of? We haven't fought them for over a century. You dwarves forget so fast and learn so slowly.  
-Uhhh....another thing...you know that guys sword, was it an artifact too? It looked mighty fancy.  
-I am familiar with the phenomenon however it has never been recreated above ground, furthermore the Courtlounge's fighting style and gear is meant to impress not to be practical. The Courtlounge is merely a jester whose only purposes are to amuse the masses and to keep ill minded individuals away from a position of power.  
-Damn, I'm learning a lot here...  
-That's only natural for a dwarf in the presence of an elf.  
-That's....okay....Well, you're priests right? So hear me out.  
As I tell them about the "spirits in my head" they go into a complete laughing fit and it's fairly obvious that they think I'm insane...which I am...  
-Please let me keep it! And my title, I'll tell you everything you want to know!  
-What is the point? We could just kill you and examine it ourselves, no?  
Suddenly the other two speaks up for the first time, disagreeing with the first one's opinion and claiming that it might somehow infuriate the council to have me in the position of Courtlounge. I don't understand why but I like it.  
-Its research value exceeds that of your personal whims.  
-We will retrieve it upon his death or departure.  
-Hnnh  
-Assuredly you may keep it, I do however sincerely doubt that you will survive for a longer period of time.  
-Most grateful your honor...and wait the title?  
-It shall be arranged.  
-Thank you for being so merciful.  
-Before you leave, what is the drawback of your artifact?  
-What?  
-The more powerful the magic is the greater the toll will be.  
-It can make you go a bit berserk sometimes...  
-Hmm...be wary of that however, I'd also suggest that you avoid using the gauntlet again as our decision to let you go might be viewed as....questionable if we let this continue.  
-I won't...  
-Yes...you're dismissed.  
Once I had managed to climb all the stairs I was met by a short blond elf that had clearly been briefed on the situation. While walking throughout the city I was met by a lot of weird looks but I also got a nice view of the city.  
[Spoiler \(click to show/hide\)](#)



After having walked in silence for quite a bit I asked the elf about where was going which was only met by a quick reply related to administrative work. Instead I inquired about the leadership and social structure of the city, was the council or the order in charge. The



answer was not satisfactory as it made things even more unclear; however I caught onto the implication that they have a queen whose rule is strongly related to foreign affairs, a council for local politics, and generals overseeing the blunt force of the military. The patriarchs' role in it all was however harder to determine, I'm not sure if the elf himself knew about it. Furthermore he also went through some lesser nobilities such as dukes, lore masters and the Courtlounge whom all had smaller and more definitive roles in the social weave. He didn't mention the commander but when I asked he quickly briefed me on how they're simply a form of high ranking military often leading a band of five up to a thousand soldiers depending on the specifics of their particular duty.

[Spoiler](#) (click to show/hide)



Another strange thing that caught my eye as we traversed the streets of Seraté was how elves here and there seemed to be in the middle of deconstructing perfectly serviceable housing. My escort did however explain how the progressively declining population combined with the limited access to stone had led many to deconstruct unused buildings in favor of improving those in use. After pondering upon this subject for a moment I decided that I found it reasonable and instead inquired about the position of Courtlounge. Once again the elf gave me a fairly satisfying answer explaining how the Courtlounge is tied down by multiple responsibilities and rules in exchange for his privileges, which included a prohibition to leave Seraté, a vow not to bring harm to any living being, a mandatory approval of proposed duels. Apart from that the Courtlounge is free to do as he pleases as long as he does not interfere with the imperatives of a higher-ranking instance.

It seems like we'll have to make a choice how best to use this newly inquired title as whatever direction we pick for the immediate future may have a great impact. The choice will revolve around what agenda Nerin will follow as he moves in to the role of Courtlounge and due to the nature of the situation at hand any suggestions falling under the chosen category will be taken into consideration.

The path of discipline-

Choose a solitary lifestyle were you keep away from the elves and spend your time associating with the voices rather than making friends (Who need 'em tree-hugging bastards anyway?). Begin building up a more quiet and disciplined character for Nerin capable of holding his own whether it be a fight or clash of wills. Strengthen yourself physically when it comes to speed endurance and raw power. Train vigorously amongst the elven cadets to be able to defend your title against any adversary while still keeping to yourself. Acquire a more fitting weapon than the strange torturing device you've been fighting with so far.

Never going to side with any elven scum.

The path of greed-

Indulge in your every desire without concern for anyone's opinion. Consume an abundance of incredible food and a limitless amount of exquisite beverages. Never again a dull moment even for a single urist as there would always be entertainers ready to spring to action at a moment's notice. Countless women at your disposal (or men for that matter...looking at you AFD). Exchange these tattered rags for finer clothing woven from the purest silk and jewelry carved from the most immaculate wood.

Simply the life we always deserved.

The path of tranquility-

Pick a less violent approach where instead of distancing yourself from the society you try to connect with world around you, confronting other people with friendliness, humbleness, goodwill and interest. Play a diplomatic angle amongst other lesser nobles and acquaintance yourself with the elite of elven society. Learn about the history of the world at the timeless archives joined by the Loremasters and learn how to write and read so that you no longer have to be an illiterate peasant, optionally you could also learn an ancient language like dwarven or elven. Take part in their cultural life and their way of living so integrated with nature; if you're inclined towards spending more time in nature you might learn how to befriend animals. Investigate or join the mysterious order of the Sun which purpose still remains unclear. And of course spending some time amongst the people attempting to overcome the racial barrier and make some friends.

What's fame and fortune if everyone hates you?

[Spoiler](#) (click to show/hide)



Timeskip coming up so just add on whatever ideas you’ve got, but please guys choose 1 agenda. Even though you might count as a split personality Nerin can’t swap ideals on a daily basis.  
Also you just dodged a 50/50 chance of certain execution :D  
Once again if you want to have a more "developed" character than just once of the voices in the anomomys mass just pm me, that includes if you want a bloody tophat....

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 10, 2014, 10:23:50 am**

Now this is a tough one.

Clearly, greed suits me best.  
However, it seems the least optimal of the choices. Tranquility leaves us with more influence and diplomatic skills, while discipline takes away our obvious failings of not being able to hold ourselves in combat and being prone to panic. Greed leaves us with a beer gut.

Still, these are all secondary issues. The real question is how we'll(I'll) be able to go on for so long without lighting something or someone on fire.

Edit:  
Here's a thought: the elves can't farm, but we can. Depending on how much they trade with the humans, this could benefit us. There must be some kind of plant that's heavily sought after by these elves. We can grow said plant, and it'll be valuable even if we can only do so in small quantities. We can already get goods if I understand correctly, but growing expensive plants could get us influence with the merchant classes.

Also, if we go for greed, we should seek out short thumbs up elf. I think we might get along with him.

Another thing for greed, we could go with populism; give a large and dumb group of elves easy answers so they'll support us.

Edit2:  
Oh, another one for greed: Insist that, since we now hold the title of courtlonger, the elf we met earlier is now our sister. If anyone objects, we tell them that we won't turn our back on her like her previous brother. Maybe we could be overprotective, or play pranks on her.(which is pretty disturbing if we do it between intercourses) We can also steal away her romantic intrests. There's plenty of other fish in the sea, we might as well disturb this one profusely.

If we go with discipline, we could also try to learn a little military strategy from the generals.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Henny** on **February 10, 2014, 10:58:44 am**

We're insane, so it stands to unreason that we go with the most out of character option.

Hence, I vote for tranquility.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 10, 2014, 11:17:58 am**

Also with greed(Boy, I'm finding it more appealing by the minute)

Find an elf at the bottom of the food chain, offer them succor if they obey us and get a tattoo of our face on their belly and back. Maybe a tiny one on their forehead?

There's no reason we can't get good equipment if we're going to be debased. Weapons, a shield, a large wooden face mask (and maybe a similarly shaped codpiece?), ropes and threads (We can learn some exotic knots for recreational purposes), a shovel, a large ball. Why not get a concubine and make an elf-dwarf baby? And keep it away if we're 'busy', of course. We'd give it toys that open up and spill tiny wooden/cloth guts if you hit them hard enough.

Edit:  
If we go with discipline, we could train ourselves to ride some kind of animal.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 10, 2014, 01:47:19 pm**

Discipline sounds best, though making friends would be good too. I have a feeling we'll need friends in this place where people currently want us dead.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 10, 2014, 01:55:43 pm**

As long as friends include friends with benefits, and a well-rounded education includes some physical education of the military and basic survival sort, I vote for Tranquility. Note: we're better off befriending a Giant Tiger than becoming an Adept Swordsman with a wooden sword.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Brewster** on **February 10, 2014, 01:56:38 pm**

Guys! Greed. Hellooooooooooooo check out the T&A on these citizens.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 10, 2014, 02:05:07 pm**

Quote from: Tirion on February 10, 2014, 01:55:43 pm  
Note: we're better off befriending a Giant Tiger than becoming an Adept Swordsman with a wooden sword.  
If we do need to fight something, won't we find metal weaponry soon enough?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 10, 2014, 03:33:14 pm**

Not if we have to stay around here. Metal's a bit scarce around here, it seems. That giant tiger battle-buddy sounds pretty good, though.

For you nymphomaniac voices, a pet giant tiger is basically the equivalent of an adorable dog combined with an overpriced car, and therefore mathematically the most powerful conversation-starter in existence.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 10, 2014, 03:43:15 pm**

Quote from: HugoLuman on February 10, 2014, 03:33:14 pm  
For you nymphomaniac voices, a pet giant tiger is basically the equivalent of an adorable dog combined with an overpriced car, and therefore mathematically the most powerful conversation-starter in existence.  
However, the discipline equalivant will have us carry a long, thick piece of hard wood around. Guess which of the two will need to take a walk while we get busy.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 10, 2014, 05:53:58 pm**

Learning to read gives us the potential to become a necromancer.  
  
Also we fight enough on a regular basis that Nerin will probably become good at it eventually anyway.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 10, 2014, 06:31:18 pm**

Also, learning which surface plants are edible will mean we'll never starve again as long as there's vegetation around. Additional information on beneficial or poisonous or outright wierd properties can also be useful. Where else to learn herb lore than from Elves? Same goes for their woodcrafting skills, especially if it involves getting the tree to grow the way we want it- may be very useful in some situations. Learning how to befriend animals will mean animalman, giant animal and underground beast companions and mounts, and not being attacked by any wild animals, also potentially turning enemy pets against their masters is very cool. Some kind of meditation might let us control the gauntlet more, keep control when it's activated, that sort of thing. Being able to enter and exit martial trance at will is also a neat option.  
  
As for the more theoretical parts of our lore-diving, we can fight passably well already and are picking it up just fine, but it's about time to learn more about deciding *why* and *when* to fight. The gauntlet lets us get away with a lot in the fighting department, but we really need to learn more about smooth-talking our way through tricky situations. And nowhere did it say the path of tranquility would be without a female companion and fine food, just that we won't do any of the good stuff to the point of excess. Eating what elven nobles eat in the company of a few friends, and having a pretty elf lover/friend with benefits is good enough for me, and leaves plenty of time for learning.  
  
We might not have as much muscle and toughness or weapon expertise as on the Path of Discipline, nor will we get as much sex and booze as on the Path of Greed, but we'll get enough of the good points of both and a lot more useful knowledge. And probably some less useful, but amusing bits too.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 10, 2014, 06:54:33 pm**

You make a good point. Also, giant tiger Lamborghini.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 10, 2014, 07:28:50 pm**

Quote from: HugoLuman on February 10, 2014, 06:54:33 pm  
You make a good point. Also, giant tiger Lamborghini.



ಠ\_ಠ, really guys...really?

This is the reason we can't have any more guest writers...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 10, 2014, 07:35:14 pm**

...

Okay then.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **February 10, 2014, 11:43:36 pm**

Tranquillity seems like the best option.

Greed adds pretty much nothing, maybe a few STDs.

Discipline adds a whole lot of combat skills and physical ability, and maybe some new (wooden) equipment. so it would be a good option. It would allow us to fight effectively without the Extortusshis. This is the only route without a chance of sex.

Tranquillity would fully ally us with the elves, and give us much more knowledge. Literacy, a second language, lore. Becoming one with nature and animals. Joining some sort of cult. An animal companion maybe? Elven secret wood crafting knowledge? This seems like the best option. Only so much can be accomplished by fighting.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 11, 2014, 07:21:17 am**

You guys overlooked something: the stone scarcity, we're dwarves we know about stones and mining, it's in our blood! we could end up dominating the stone cartel in elven lands, maybe start our own mines here or a trading relationship with the dwarves, we get cheap stone and we sell expensive wooden trinkets, all without the fuss of trading with elves, we could be the middleman.

I'm also inclined for tranquility, reading would be great and having Nerin learn stuff about the world around him would make things much easier, besides if we go the merchant route we can be rich anyways we could pay a few bodyguard for protection and to teach us martial skills and with the knowledge and connections we can influence a lot more around us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **February 11, 2014, 08:28:29 am**

Okay this is just cool I never thought of it, looks like I'm changing votes to tranquility (as long as we get a pet tiger that we can mount!)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 11, 2014, 10:12:06 am**

Quote from: [Kaos](#) on February 11, 2014, 07:21:17 am

You guys overlooked something: the stone scarcity, we're dwarves we know about stones and mining, it's in our blood! we could end up dominating the stone cartel in elven lands, maybe start our own mines here or a trading relationship with the dwarves, we get cheap stone and we sell expensive wooden trinkets, all without the fuss of trading with elves, we could be the middleman.

Except our elven citizenship depends on our status as courtlonger, and said status entails that we stay inside the city.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Lt\_Alfred** on **February 11, 2014, 01:59:17 pm**

[Quote from: AfellowDwarf on February 11, 2014, 10:12:06 am](#)

[Quote from: Kaos on February 11, 2014, 07:21:17 am](#)

You guys overlooked something: the stone scarcity, we're dwarves we know about stones and mining, it's in our blood! we could end up dominating the stone cartel in elven lands, maybe start our own mines here or a trading relationship with the dwarves, we get cheap stone and we sell expensive wooden trinkets, all without the fuss of trading with elves, we could be the middleman.

Except our elven citizenship depends on our status as courtlonger, and said status entails that we stay inside the city.

I'm pretty sure by the time we get a merchant business going we would no longer be considered fools enough to hold the title of courtlonger.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on February 11, 2014, 03:19:17 pm**

[Quote from: Lt Alfred on February 11, 2014, 01:59:17 pm](#)

[Quote from: AfellowDwarf on February 11, 2014, 10:12:06 am](#)

[Quote from: Kaos on February 11, 2014, 07:21:17 am](#)

You guys overlooked something: the stone scarcity, we're dwarves we know about stones and mining, it's in our blood! we could end up dominating the stone cartel in elven lands, maybe start our own mines here or a trading relationship with the dwarves, we get cheap stone and we sell expensive wooden trinkets, all without the fuss of trading with elves, we could be the middleman.

Except our elven citizenship depends on our status as courtlonger, and said status entails that we stay inside the city.

I'm pretty sure by the time we get a merchant business going we would no longer be considered fools enough to hold the title of courtlonger.

Also, we could stay there while our agents come and go with our goods. It's not like we would carry the stone in our backpack.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on February 11, 2014, 05:28:41 pm**

[Quote from: Tirion on February 11, 2014, 03:19:17 pm](#)

Also, we could stay there while our agents come and go with our goods. It's not like we would carry the stone in our backpack.

Wouldn't those agents have to be elves? That'd stop us from using our race as a diplomacy tool.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on February 11, 2014, 05:49:08 pm**

[Quote from: AfellowDwarf on February 11, 2014, 05:28:41 pm](#)

[Quote from: Tirion on February 11, 2014, 03:19:17 pm](#)

Also, we could stay there while our agents come and go with our goods. It's not like we would carry the stone in our backpack.

Wouldn't those agents have to be elves? That'd stop us from using our race as a diplomacy tool.

Why couldn't they contact those trader/smuggler dwarves we met in Silverdrop?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: HissinhWalnuts on February 11, 2014, 06:13:49 pm**

If we want to escape the elves one day we must go discipline, otherwise we have no other way to leave the cursed tree city.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on February 11, 2014, 06:41:22 pm**

[Quote from: HissinhWalnuts on February 11, 2014, 06:13:49 pm](#)

If we want to escape the elves one day we must go discipline, otherwise we have no other way to leave the cursed tree city.

Tranquility would let us talk our way out. Like renouncing our title and just walk out.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: HissinhWalnuts on February 11, 2014, 06:43:10 pm**

To get out of the city we need to die or relinquish our artifact, we need to be able to fight if we want to continue outside.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on February 11, 2014, 06:51:49 pm**

I'm sure we can get creative with finding a way out. We pulled if off at the dwarven fortress just fine.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Kaos on February 12, 2014, 07:12:18 am**

[Quote from: AfellowDwarf on February 11, 2014, 10:12:06 am](#)

[Quote from: Kaos on February 11, 2014, 07:21:17 am](#)

You guys overlooked something: the stone scarcity, we're dwarves we know about stones and mining, it's in our blood! we could end up dominating the stone cartel in elven lands, maybe start our own mines here or a trading relationship with the dwarves, we get cheap stone and we sell expensive wooden trinkets, all without the fuss of trading with elves, we could be the middleman.

Except our elven citizenship depends on our status as courtlonger, and said status entails that we stay inside the city.

mining operation it is then...

or having our elven merchant agents do the trading for us, with exclusive orders to only buy stones, ores and gems and train them not to get offended if they are offered wooden items, or make some bulshit story about accepting the wood so they can give it a proper elven burial or something like that...

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on February 12, 2014, 10:01:47 am**

[Quote from: gman8181 on February 11, 2014, 06:51:49 pm](#)

I'm sure we can get creative with finding a way out. We pulled if off at the dwarven fortress just fine.

How about we send a peace delegation to the goblins, with a plan to the city inside one of the gifts? We can use the distraction to kill the priests, and to play the hero.

[Quote from: Kaos on February 12, 2014, 07:12:18 am](#)

mining operation it is then...

or having our elven merchant agents do the trading for us, with exclusive orders to only buy stones, ores and gems and train them not to get offended if they are offered wooden items, or make some bulshit story about accepting the wood so they can give it a proper elven burial or something like that...

Well then, how are we planning to stop the 'dwarves killing elves' thing that's been going on?



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 12, 2014, 03:55:27 pm**

|                                                                                                                                                                                                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: AfellowDwarf on February 12, 2014, 10:01:47 am                                                                                                                                                                                                                                                       |
| Quote from: qman8181 on February 11, 2014, 06:51:49 pm                                                                                                                                                                                                                                                           |
| I'm sure we can get creative with finding a way out. We pulled if off at the dwarven fortress just fine.                                                                                                                                                                                                         |
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| Quote from: Kaos on February 12, 2014, 07:12:18 am                                                                                                                                                                                                                                                               |
| mining operation it is then...                                                                                                                                                                                                                                                                                   |
| or having our elven merchant agents do the trading for us, with exclusive orders to only buy stones, ores and gems and train them not to get offended if they are offered wooden items, or make some bullshit story about accepting the wood so they can give it a proper elven burial or something like that... |
| Well then, how are we planning to stop the 'dwarves killing elves' thing that's been going on?                                                                                                                                                                                                                   |

By appealing to the dwarven sense of business.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 13, 2014, 10:14:30 am**

|                                                                                                |
|------------------------------------------------------------------------------------------------|
| Quote from: Tirion on February 12, 2014, 03:55:27 pm                                           |
| Quote from: AfellowDwarf on February 12, 2014, 10:01:47 am                                     |
| Well then, how are we planning to stop the 'dwarves killing elves' thing that's been going on? |
| By appealing to the dwarven sense of business.                                                 |

The problem isn't so much getting the dwarves to agree as it's getting the elves to relay the message properly. I mean, we'd have to get an elf with enough sense to ignore the lumberdwarfmanship, who is also insane enough to venture anywhere near the dwarves in the first place.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Henny** on **February 13, 2014, 10:26:06 am**

|                                                                                                                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: AfellowDwarf on February 13, 2014, 10:14:30 am                                                                                                                                                                                                                             |
| Quote from: Tirion on February 12, 2014, 03:55:27 pm                                                                                                                                                                                                                                   |
| Quote from: AfellowDwarf on February 12, 2014, 10:01:47 am                                                                                                                                                                                                                             |
| Well then, how are we planning to stop the 'dwarves killing elves' thing that's been going on?                                                                                                                                                                                         |
| By appealing to the dwarven sense of business.                                                                                                                                                                                                                                         |
| The problem isn't so much getting the dwarves to agree as it's getting the elves to relay the message properly. I mean, we'd have to get an elf with enough sense to ignore the lumberdwarfmanship, who is also insane enough to venture anywhere near the dwarves in the first place. |

We'll just have to do what the Elves have failed with all along, get a monopoly on wood, corner the wood market.

|                                                            |
|------------------------------------------------------------|
| Quote from: AfellowDwarf on February 13, 2014, 10:14:30 am |
| lumberdwarfmanship                                         |

Interesting wording... :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 13, 2014, 10:51:22 am**

|                                                                                                                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: Henny on February 13, 2014, 10:26:06 am                                                                                                                                                                                                                                    |
| Quote from: AfellowDwarf on February 13, 2014, 10:14:30 am                                                                                                                                                                                                                             |
| The problem isn't so much getting the dwarves to agree as it's getting the elves to relay the message properly. I mean, we'd have to get an elf with enough sense to ignore the lumberdwarfmanship, who is also insane enough to venture anywhere near the dwarves in the first place. |
| We'll just have to do what the Elves have failed with all along, get a monopoly on wood, corner the wood market.                                                                                                                                                                       |

..Team up with the kobolds and steal all axes?

Edit: Although, the elves can't carry the metal axes. How could we even support the kobolts?

Edit2: Even if we remove all access from surface wood(Flood the continent?) The dwarves will still have cavern wood. Also, they would become impossible to reach.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 13, 2014, 03:23:28 pm**

|                                                                                        |
|----------------------------------------------------------------------------------------|
| Quote from: AfellowDwarf on February 13, 2014, 10:51:22 am                             |
| Although, the elves can't carry the metal axes. How could we even support the kobolts? |

Elves can't. Animalmen can, and there are many of those on the surface.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 13, 2014, 03:43:41 pm**

|                                                                                        |
|----------------------------------------------------------------------------------------|
| Quote from: Tirion on February 13, 2014, 03:23:28 pm                                   |
| Quote from: AfellowDwarf on February 13, 2014, 10:51:22 am                             |
| Although, the elves can't carry the metal axes. How could we even support the kobolts? |
| Elves can't. Animalmen can, and there are many of those on the surface.                |

Of course, if animalmen were capable of stealing metal weaponry, they'd do so already. How could we change that by using the elves? The dwarves are also going to restock on axes if they get stolen, and waiting for them to exhoust the world's metal supply is going to take a long time(this could also get them to mine adamantine as they melt down armor and weaponry). Not to mention that the elven involvement has to be kept under the rug, or else trading is off.

Edit:  
And how are we going to keep the animal people loyal? What's keeping them from stealing a bunch of weapons, becoming bandits and raiding hu-  
..Never mind. I'm pretty confident that the animal people are trustworthy.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **February 14, 2014, 05:00:33 pm**

I might be gone for a while guys...a lot just came up all of a sudden. Got lots of school stuff to finish up, I'm going to Barcelona soon and after that I got a trip to Prag coming up and now I got a few valentine proposals that I need to sort out.  
What I could do is to post the "history" part of the update that I've had lying around for ages. But is there any point to doing that?  
Ah well anyway, happy valentine and I'll try and start up the story again as soon as possible. :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 15, 2014, 02:02:21 am**

Quote from: slowpokez on February 14, 2014, 05:00:33 pm  
happy valentine

No such thing.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **February 15, 2014, 01:29:28 pm**

a proper elven wood monopoly uhm? let's think what is stopping elves of doing so? dwarves certainly prefer the indoors they only bother with wood when they need it and because the elves are unreliable at bringing a fair quantity of it, they also have plenty of stone lying around if elves were to actually provide enough wood logs rather than stupid trinkets and cloth the dwarves would be happy to stay underground and mine plenty of stone for us, maybe a combined elven-dwarven encampment? the elves on the surface and the dwarves underground? a perfect symbiosis of wood for stone!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 18, 2014, 04:09:58 pm**

We don't really need to establish a monopoly. What matters is we build up a network of connections in the world, so once we leave the elven city, we are not on our own.  
Also, last place we got so comfortable in, was sacked by goblins. Just saying.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 18, 2014, 05:08:30 pm**

Quote from: Tirion on February 18, 2014, 04:09:58 pm  
Also, last place we got so comfortable in, was sacked by goblins. Just saying.

It'll be either that, the dwarves or the humans I'll recon. We should probably mentally map an evacuation route from the city. It might earn us a few refugee henchmen.

That's not to say that we shouldn't find a good spot to tunnel in case we get assaulted from the skies.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 18, 2014, 07:49:01 pm**

Under the roots of the tree looks like the best spot to find tunnels.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2014, 04:02:32 am**

Quote from: HugoLuman on February 18, 2014, 07:49:01 pm  
Under the roots of the tree looks like the best spot to find tunnels.

I'm actually talking about shoveling ourselves under the soil layers if we happen to be under attack by, say, a winged demon.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 19, 2014, 12:31:30 pm**

A 10 billion ton tree seems like a better place to hide under than a mere building, though.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2014, 12:36:41 pm**

A 10 billion ton tree also seems tempting to light on fire. Now, I have a lot of willpower, but whatever we're hiding from won't have the self preservatory motive not to light it up.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 19, 2014, 12:39:02 pm**

That doesn't matter if we're hiding in a tunnel under it. If someone burned it down, they'd have to dig through a mountain of charcoal to get at us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2014, 02:04:18 pm**

Quote from: HugoLuman on February 19, 2014, 12:39:02 pm  
That doesn't matter if we're hiding in a tunnel under it. If someone burned it down, they'd have to dig through a mountain of charcoal to get at us.

Knowing the elves, the tunnels probably go around the roots, which probably give lend said tunnels structural integrity. Who knows how far down they'll burn? Far enough to cave in our tunnels? Heck, if the tunnels are thin enough we might get squashed under a burning chunk of tree.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 19, 2014, 04:05:17 pm**

Ah, but we can always dig more tunnels. Better tunnels. Dwarf tunnels.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2014, 04:16:24 pm**

Quote from: HugoLuman on February 19, 2014, 04:05:17 pm  
Ah, but we can always dig more tunnels. Better tunnels. Dwarf tunnels.

That's another matter. The tree will slow us down if we want to take any elves with us(We probably do, what with their looks and more hands being usefull.) since they won't dig through the roots.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 19, 2014, 04:32:04 pm**

We don't have to dig through the roots. We dig into the rock/ soil under the main trunk. Unless it turns out this thing has a giant taproot, but judging by the branching roots we can already see, that's not likely.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 19, 2014, 07:19:00 pm**

Quote from: HugoLuman on February 19, 2014, 04:32:04 pm  
We don't have to dig through the roots. We dig into the rock/ soil under the main trunk. Unless it turns out this thing has a giant taproot, but judging by the branching roots we can already see, that's not likely.

The pre-existing tunnels might not be that deep. We may need to move around the roots if we want to go lower. Also, we don't have picks, or people who could carry them into the city. Rock is off-limits.

Edit:  
Also, for the goblin invasion scenario:  
We leave a note somewhere that says "I bet that other goblin could beat you in a fight."  
If a reading gobbo happens to find it, it could cause a violent cascade.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 20, 2014, 04:07:10 am**

If any dwarven or human (or goblin, or half-blood, unlikely as it is) traders come by, we should buy a pick.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 20, 2014, 12:32:06 pm**

Quote from: Tirion on February 20, 2014, 04:07:10 am  
If any dwarven or human (or goblin, or half-blood, unlikely as it is) traders come by, we should buy a pick.

Let's make sure there's no wood in it.

Edit:  
So, when this elf place gets ransacked, and we escape, we should take one of our elven compatriots and pretend to have a mental breakdown when only this elf is around. We would act normally around the other elves and drive this one insane. As soon as (s)he looses his grip on reality, we hand them a metal tool. This way we can see weither the elven metal allergy is just between their ears.

Edit2:  
We could melt our weapons to create a pick. We can build a temporary, if makeshift, stove, and the elves could provide us with a little dead wood to burn. The problem is that our dagger won't produce enough metal, and that teneborsus probably didn't use that goblin axe without a reason.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 23, 2014, 09:47:34 am**

Quote from: AfellowDwarf on February 20, 2014, 12:32:06 pm  
Quote from: Tirion on February 20, 2014, 04:07:10 am  
If any dwarven or human (or goblin, or half-blood, unlikely as it is) traders come by, we should buy a pick.  
Let's make sure there's no wood in it.  
Edit:  
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Why don't you just test the elven metal allergy on some prisoner, who'll never be missed?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2014, 10:24:41 am**

Quote from: Tirion on February 23, 2014, 09:47:34 am  
Why don't you just test the elven metal allergy on some prisoner, who'll never be missed?

How would we turn the prisoner mad without anyone noticing? Stare at him for hours and wisper to him in his sleep?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 23, 2014, 10:32:17 am**

Throw a bed sheet over Nerin and make eerie noises around him?  
  
I didn't get that whole metal is a gift that was given and lost to us thing.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2014, 12:17:45 pm**

Quote from: gman8181 on February 23, 2014, 10:32:17 am  
I didn't get that whole metal is a gift that was given and lost to us thing.  
The existance of moon-god enabled the elves' metal use. When moon-god got decapitated, said use was disabled. They just make this distinction to both justify their inaction and put themselves above us, however. Maddening an elf will show weither or not this is a biological thing.

Edit:  
The next thing would be to turn elves into night creatures, but I think that might have some reprecussions.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **February 23, 2014, 01:10:50 pm**

How would we turn them into night creatures?  
  
Also I voted Slowpoke just to make it a tie... Hehehe.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2014, 01:21:52 pm**



[Quote from: gman8181 on February 23, 2014, 01:10:50 pm](#)  
How would we turn them into night creatures?

Accidently put vampire blood in their food, accidently let a werebeast into an urban area or accidently get one of the elves to piss all over the sun god's holy place(Accidently feed diuretic plants to a political enemy before religious business.). Alternatively, we could find an existing elven vampire.

Edit:  
The third disrespect won't get us cursed, since we don't believe in the sun god. We know this sun is an imposter; the **real** sun is way hotter. This is just the sun's little sister.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **February 23, 2014, 02:43:43 pm**

[Quote from: AfellowDwarf on February 23, 2014, 10:24:41 am](#)  
[Quote from: Tirion on February 23, 2014, 09:47:34 am](#)  
Why don't you just test the elven metal allergy on some prisoner, who'll never be missed?  
How would we turn the prisoner mad without anyone noticing? Stare at him for hours and wisper to him in his sleep?

Naah. We just find one with insanity as a pre-existing condition. It's a big city, surely there are some hobos there...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 23, 2014, 03:15:19 pm**

[Quote from: Tirion on February 23, 2014, 02:43:43 pm](#)  
Naah. We just find one with insanity as a pre-existing condition. It's a big city, surely there are some hobos there...

Good idea. We should probably set the bar high, though. Plain delusions might not remove elfdom from one's mind; we'll want someone who can barely form a coherent sentence.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **February 23, 2014, 03:24:46 pm**

[Quote from: Tirion on February 23, 2014, 02:43:43 pm](#)  
[Quote from: AfellowDwarf on February 23, 2014, 10:24:41 am](#)  
[Quote from: Tirion on February 23, 2014, 09:47:34 am](#)  
Why don't you just test the elven metal allergy on some prisoner, who'll never be missed?  
How would we turn the prisoner mad without anyone noticing? Stare at him for hours and wisper to him in his sleep?

Naah. We just find one with insanity as a pre-existing condition. It's a big city, surely there are some hobos there...

Unless the Elves eat their "undesirables"...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **February 24, 2014, 03:57:40 am**

[Quote from: HugoLuman on February 23, 2014, 03:24:46 pm](#)  
Unless the Elves eat their "undesirables"...

If not a hobo, then there must be some noble madman that the royals are allowing to fester.

Edit:  
Hmm, is it even a metal burns the flesh kind of thing, or would it be more like them being able to hold metal objects if forced, but unable to process the thought of doing anything other than dropping it?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 03, 2014, 04:51:50 pm**

I wonder what kind of people are our friends (and friends with benefits) after the time skip.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 03, 2014, 04:59:09 pm**

I'm just dropping by to like...reassure you that I'm still alive but well...the way i see it since there's gonna be bit of a timeskip i thought i'd have a quick midseason break to catch up :P  
If you want to I could post some stuff while waiting to keep the thread going, like random comission work ive done for other people, answering questions or pre-post the history part of the update since it doesn't really have much connedction with the other stuff.  
Otherwise just keep checking by once in a while ill soon be b on track :)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 03, 2014, 10:32:13 pm**

Nice new avatar! I know you've had it a while. The slowness was for ironic purposes.  
Maybe some non-canon easy to draw funny stuff?  
How about the first time Nerin tried booze?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 04, 2014, 09:33:11 am**

[Quote from: NAV on March 03, 2014, 10:32:13 pm](#)  
Nice new avatar! I know you've had it a while. The slowness was for ironic purposes.  
Maybe some non-canon easy to draw funny stuff?  
How about the first time Nerin tried booze?

The first time he tried Elven booze! Or Elven women :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 04, 2014, 11:12:43 am**

Did Nerin ever have a pet?  
Did he try jobs besides peasantry, did something amusing happen during that time?  
Did Nerin ever worship some kind of deity?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 04, 2014, 08:07:55 pm**

It'll take some time for me to write the next update so here's a random assortment of stuff in the meanwhile.  
[Spoiler](#) (click to show/hide)  
From littelest cheesmaker



Pretty sweet story<http://www.bay12forums.com/smf/index.php?topic=136384.0> (<http://www.bay12forums.com/smf/index.php?topic=136384.0>)

[Spoiler](#) (click to show/hide)  
This one's reeeeeeally old



from when i just started drawing...

[Spoiler](#) (click to show/hide)

Wait for it....



so stupid xD

[Spoiler](#) (click to show/hide)  
Man, I must've been high when i made this



trippy as fck

[Spoiler](#) (click to show/hide)



I have no memory of ever making this...



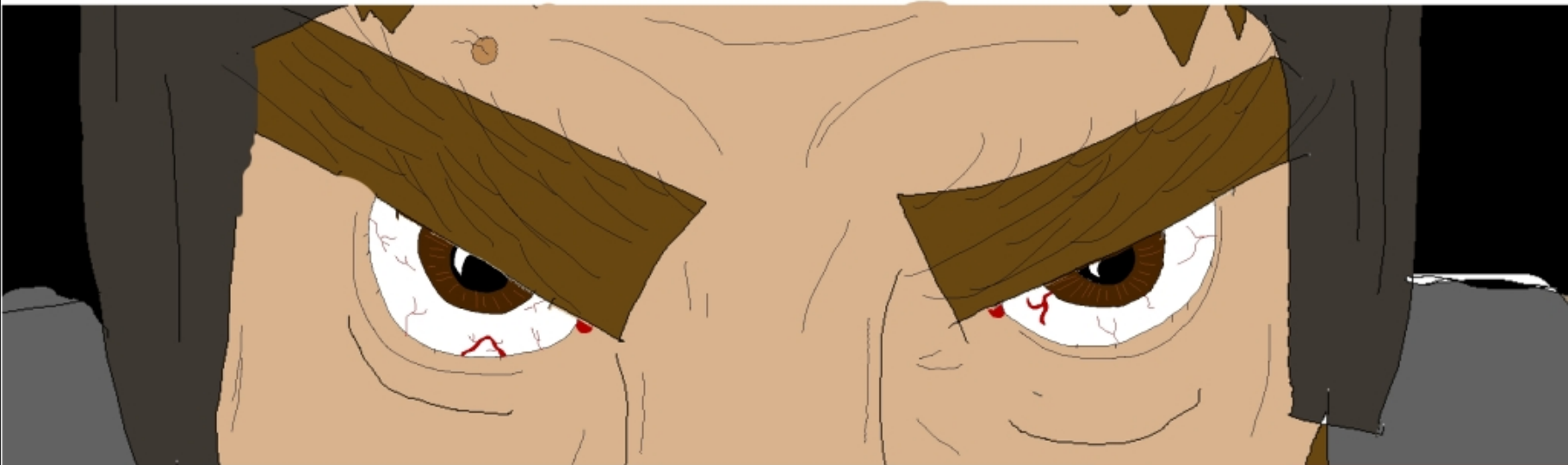
Oh....how i wish i knew the context of this

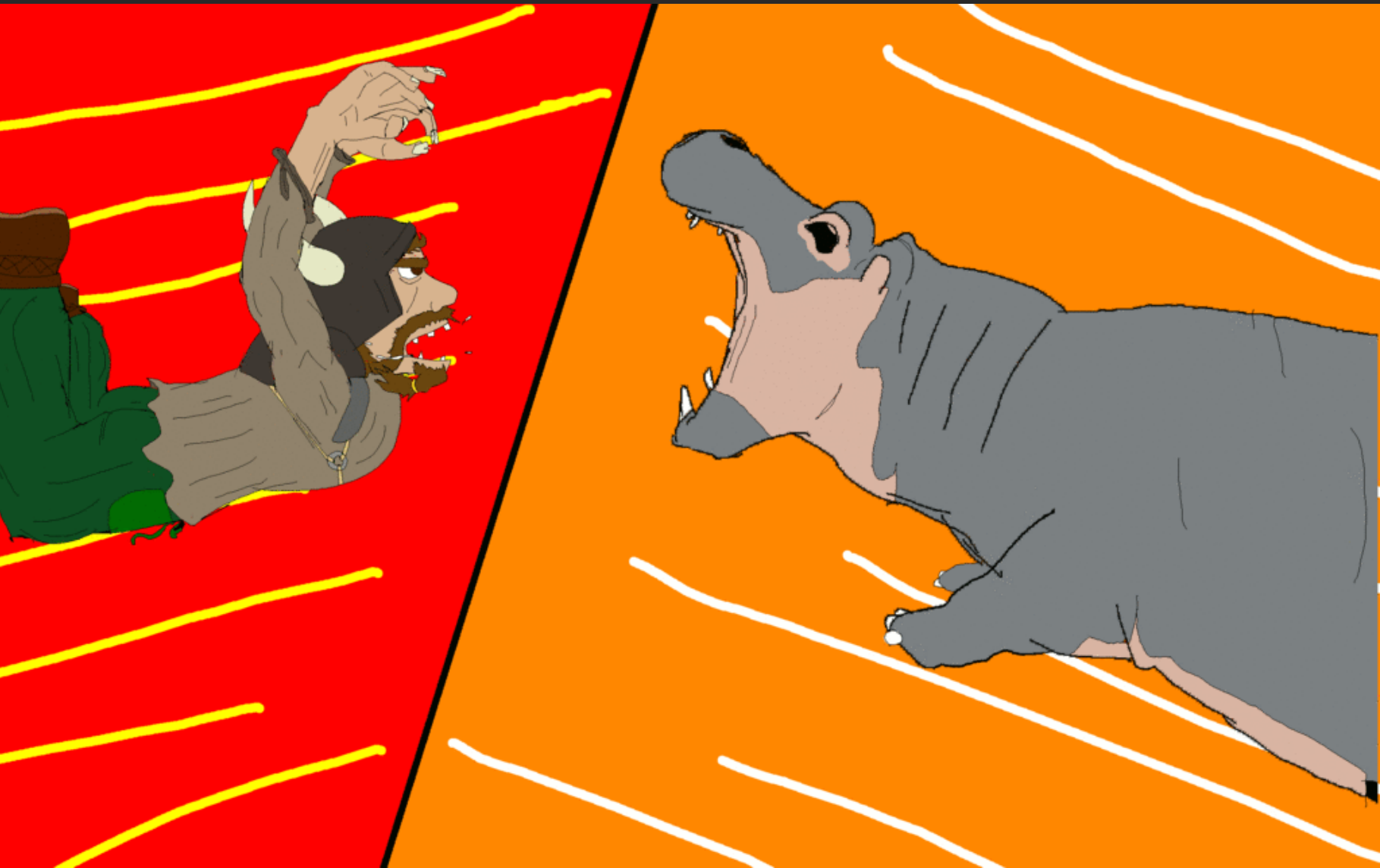
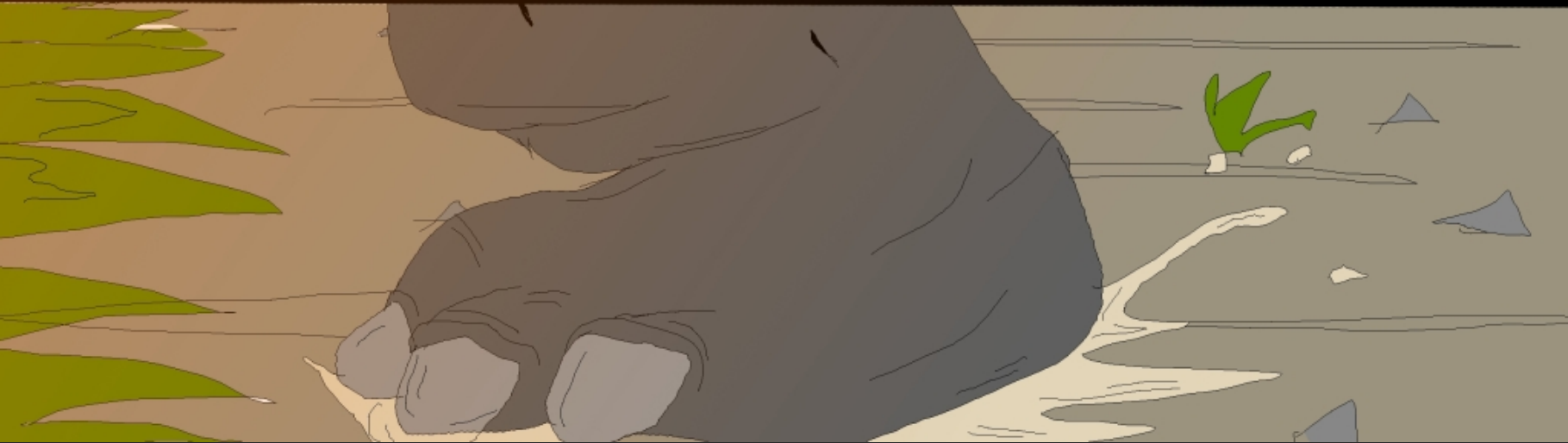
Spoiler (click to show/hide)

Quote from: Wrex on July 22, 2012, 06:36:04 pm

I Just bit a hippo in the mouth, and ripped all of it's teeth out at once O-o. This is so weird, it needs to be drawn.











I always deliver 😊

[Spoiler](#) (click to show/hide)

There was this albino ape that attacked a succ-fort i was in...



Deathgate maybe?

[Spoiler](#) (click to show/hide)



Man stuff looked like shit b then

[Spoiler](#) (click to show/hide)  
Just some random comission work



did the background and coloring while the linework on girl was already done

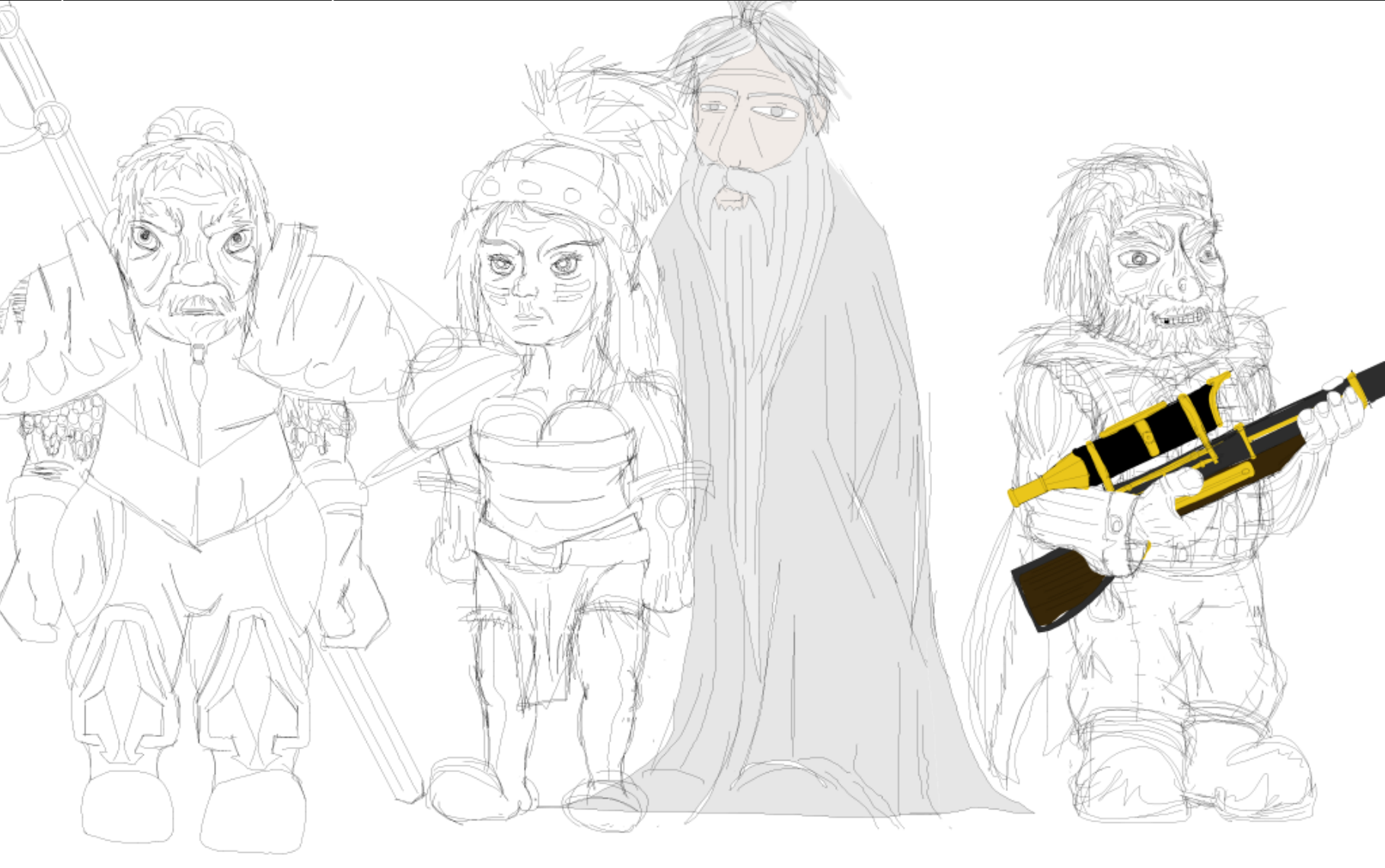


[Spoiler](#) (click to show/hide)  
More commssion work



This one's kinda wierd tho

[Spoiler](#) (click to show/hide)  
Concept art on some missed storylines...



You guys make some really wierd decisions some times.

[Spoiler](#) (click to show/hide)



This stuff looks a bit foresty



part of my speedpainting, mightve seen me use some of them as backgrounds b4 for this story

Quote from: AfellowDwarf on March 04, 2014, 11:12:43 am

Did Nerin ever have a pet?  
Did he try jobs besides peasantry, did something amusing happen during that time?  
Did Nerin ever worship some kind of deity?

Quote from: NAV on March 03, 2014, 10:32:13 pm

Nice new avatar! I know you've had it a while. The slowness was for ironic purposes.  
Maybe some non-canon easy to draw funny stuff?  
How about the first time Nerin tried booze?

Quote from: Tirion on March 04, 2014, 09:33:11 am

The first time he tried Elven booze! Or Elven women :P

- 1.Wilfred? Otherwise nope.
- 2.I think he tried some basic stuff like wheelbarrowing and perhpas a bit of harvesting but he never got very far.
3. Nah...not much worshipping was done at Rocklod, they were pretty basic people kinda secluded from econmy, religion and politics.
4. Well...ty. Not like I made it :P . On another note I'm actually not quite as slow as my username implies, I'm a very busy person IRL. That is how I got the name, while I played WoW a few yrs ago I was still lvl 30 when my freinds were doing endgame raiding, my guild were really pushy about me not being max level after a few years so they started calling me slowpoke. (the origin story) (spoiler I never even passed 60)
- 5.Ah well here's your chance to be a hero and do some fan-art, anyone's free to do whatever they want. Except AFD. Noone wants to see that. Noone.
6. Well...like any other baby dwarf. I don't know xD. Nerin's such a empty and apathetic, which he has to be for the thing with the voices to work. Nerin is perhaps THE most boring character in the entire realm...
- 7.I'm starting to believe that I've perhaps missworded my suggestion of questions... uhmm...he drank some strawberrywine at the age of 11 and thought it was a bit too sweet.. :-\

The history part'll be coming up soonish, also if u want to decide on your own backstory pm me. Otherwise I might choose for you. ;D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 04, 2014, 08:25:41 pm**

Quote from: slowpokez on March 04, 2014, 08:07:55 pm

Concept art on some missed storylines...  
You guys make some really wierd decisions some times.

wait a minute!! there are missed storylines? like the what-ifs if we had chosen different options? please tell!!! :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 04, 2014, 08:45:05 pm**

Yeah, I'm very curious as to what path led to Nerin holding a gun.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 04, 2014, 09:50:44 pm**

Quote from: Kaos on March 04, 2014, 08:25:41 pm

Quote from: slowpokez on March 04, 2014, 08:07:55 pm

Concept art on some missed storylines...  
You guys make some really wierd decisions some times.

wait a minute!! there are missed storylines? like the what-ifs if we had chosen different options? please tell!!! :P

Totally, like hundreds of 'em. With finished dialogue and all, most of it is kinda vague and can be reused in other situations though. At this point I'd say there's perhaps 20 or so "main stories with Seraté being one of them while Tenebrosus and the gauntlet was supposed to be the end of another one but you somehow managed to bypass all the leadup :P .

Our backstory? As in, each of the spirits in Nerin's mind will get a backstory on their own? Cool, man, let me think for a few hours to make mine sufficiently epic.

At some point in the coming update Nerin'll get the chance to study the world's history at the timeless archives so I thought I might as well post it a head of time. At the library there's litterature gathered from all around the realm so the works or not all written by elves but there's also a substantial amount of dwarven and human books.

Place take into account that-  
\*The opinions of each race may differ greatly on any subject.  
\*Before correcting me, I know what a dynasty actually is but well...they’re elves. Trust me the word will pop up sooner or later..  
\*The map is not representative of a physical object and is based solely on Nerin’s assumptions, thus it can't be used as a point of reference when interacting with another character nor would it allow Nerin to find his way from one place to another.

Dwarven History.  
Spoiler (click to show/hide)  
(Pre-Df )  
A time before time- The Creation.

At first this world was but a single point in existence. An unimaginably dense point, so dense that no matter could exist, so dense that it’s mere existence was questioned. Something dark loomed within its core, a remnant of a lost world. But in the eternal emptiness left behind the consumption of the universe some beings that existed beyond the laws of the world remained. The sphere which we call slade made all creation impossible. These beings took action and coated the surface in paragravitallayer of adamantine, a mysterious material which doesn’t resemble regular matter even on a subatomic level. Streams of molten iron and a crust of earth were created to mantle the naked globe. Upon this new world life evolved and the gods were entertained. However the strange coating had disturbed the gravity of the slade and the darkness could emerge from its former prison. Many brave souls guided by the hands of the gods gave their life to hold back the creatures of the depths. All that remains of them are their weapons, forged from the legendary metal and their long dead corpses forever guarding the gates to hell. But one of the gods had grown bored of the flowing life...

0- Time of legends- The banishing of Armok.  
One of the gods, Armok, went on a never-ending crusade of slaughter joined by his legion of filth and malice. He ravaged the land for years and years, the other gods tried to keep the living safe but Armok’s thirst for blood was insatiable. The world that the gods had dreamed of had turned into a nightmare of slaughter. The different races were exterminated one after another. In the end the gods realized that if they wanted to save this world they had to take action. As a god Armok was immortal, he also had an extensive greed for power which had made him outgrow the other deities. The Sun, the Moon and the eight human gods all united to fight him and the demonic hoards under his control. But they knew that this would not be an easy feat, sacrifices would have to be made and the world would no longer be the same. For fourteen days and fourteen nights they fought before Armok made a mistake, he had finally left an opening. The eight all forfeited their divinity to banish Armok to the dark core of the world. However they had underestimated Armok and their collective efforts was not enough to defeat him; they were caught in a tug-of-war, a battle of wills. The moon charged towards Armok to end it once and for all now that he was caught up with the eight. But just right before his demise Armok turned away from the eight and grabbed the moon by the throat. The eight had succeeded and Armok was pulled down into the darkness. But just as he was about to be banished forever he ripped off the moons head and brought it with him...  
The eight had lost their powers, the moon was dead and Armok was trapped in his eternal prison. There in the darkness he waits...whispering to those above-Dig deeper...dig deeper...dig deeper... The Sun left her worldly form and in her mourning she devotes her time to shine light upon the dead body of her sister. Reflecting light similar to moonshine so that no one will forget her. And thus magic was no more.

23- All the dwarven tribes formed an alliance and the creation of the Mountainhomes began. The elves still lived in a scattered, unorganized state due to their loss of magic as well as metal craft. For without the moon the elves couldn’t work metal. The humans formed many smaller societies but continued to wipe themselves out due to civil wars.  
Classic Df  
89-Due to a huge surge in population size the dwarven production kept increasing rapidly. It was during the following 100 years that the Mountainhomes halls were dug out.  
100- The era of pick and axe.  
138 The northern continent is discovered and is often referred to only as “The scorching waste”.  
150-The elves had adapted to a new way of living, together with nature.  
166-During these early days not much is recorded about the various leaders as they changed constantly, back in those times the strongest dwarf got to be the leader and anyone was free to challenge the king as they pleased. However one especially remarkable leader was chronicled. Mereda the Fierce was not only the first dwarven queen but also perhaps the most potent female warrior in dwarven history, able to defeat bears with only her fists always charged in to battle before her army.

200 The era of exploration.  
232- Kobaltine- The first dwarven outpost was formed.  
254-Multiple expeditions are sent out to the “cursed fields” however no one returned.  
281- The first map was drawn by an uncredited dwarf.  
298-Around this time there began emerging reports on an earlier unnoticed behavior amongst the elves, how they would consume the corpses of their enemies and sometimes even their own kin. Their acts of cannibalism were revolting to say the least.

300- The dwarven era.  
316-The dwarven expansion had harmed nature so much that the elves decided to fight back. The elves gained an advantage from the terrain and pushed back the dwarves. The dwarves answered by flooding the forest in lava. After the incident the elves weren’t seen again for a long time.  
346-The dwarven outpost Kobaltine was attacked by a dragon, the dwarves fled to await the arrival of the Mountainhome’s troops. When they finally arrived a single dwarf by the name of Murâkaal had already defeated the beast single handily. The hero was awarded with an armor of which like never had been seen before.  
389- After slaying countless monsters throughout the world Murâkaal met his end in a faraway cavern called the Depth of desolation.

400 The scientific era  
412-A strange man going by the name of the Marauder began walking the land. It is said that he’d be seen in the most unusual places like enclosed tombs and closed off tunnels, some even claim that he would be the cause of some disappearances, this has however never been proven.  
414- Laar-tark Bookbound was elected king due to his vast knowledge and brilliant strategies. During his time on the throne he developed many things from fungus agriculture to dwarven engineering. Many new species are found and listed.  
460- Laar-tark Bookbound found something deep within the mountains. A single sword was forged. Laar-tark soon resided from the throne and disappeared. Mulok the wine drinker was elected the new king.  
478-Mulok’s reign had brought great peace and happiness but the dwarves had grown into weak partygoers. Raal fisheye and a group of like-minded individuals charged the throne room and met little resistance from Mulok’s drunken protectors.



500 The blood era

505 Many disliked Raal’s way of ruling but he was quick to punish those who opposed him. However Raughelm the righteous challenged him to a duel where the winner took the throne. Raughelm lost the duel but still got the position as Raal was mysteriously murdered.

550 (Post-Df)

583- The first realm war.

Years of peace had made the dwarves weak, so when the elves started what is often referred to as the first realm war. Raughelm was very confident in his army as it has for centuries been considered far superior to anything that the elves or humans has managed to muster up. He sent them straight towards the elven troops and the two forces meet in a forest. Much like in the elf-dwarf war of 316 the elves were far superior once in their own element but this time they were much more organized.

On that day the dwarves lost a shameful defeat, Raughelm’s pride suffered far worse than that of the others for he was now the first dwarven king to ever lose a war. Some says he went insane on that day others claim that his actions simply were fueled by a burning desire for vengeance.

The Dwarves went into exile and the elves took over large parts of the dwarven territory. For many years people believed that the dwarves had died. Meanwhile Raughelm had begun his plan for revenge. The plan was made up of two key components. The first- He began a massive production of armor, armor of brilliant quality but far too large for any dwarf. Thousands of pieces of armor were created, it is said that the massive production increase utilized the artifact sock of Silverdrop. The second part involved digging one of the longest tunnels ever seen. The tunnel took 7 years to dig but stretched all the way from the Mountainhomes to Midland. In secret Raughelm struck a deal with the human king.

591- The second realm war -Human-dwarf alliance.

The humans order of knights were arguably the best warriors of that time, they fought with the speed of an elf and the strength of a dwarf but no man could ever pay them all to fight for a common cause. Raughelm had paid a vast quantity of gold for their aid, a sum of gold that rivaled the entirety of the human economy. Simply an offer the humans could not decline. As if they were not enough on their own Raughelm also gave each knight a set of armor unparalleled by any human workmanship.

The knights were led by General Tynall, the warrior with the most kills throughout history. Raughelm even gave him “the dwarven treasure” to ensure victory (the sword of y. 460). The elves suffer defeat after defeat; their weapons can’t pierce the dwarven armors and Tynall alone has slayed more than the collective elven force. During the final battle Tynall’s will begins to waver, he had fallen in love with the queen of the elves. Tynall throws the legendary sword into the “Sweet Sea” and thus ending the war, after that Tynall never returned to the lands of men and dwarves so Raughelm was considered to be the hero instead. The dwarves took back their lost territory, the humans suddenly had more money than ever before and the elven civilization was bleeding.

Raughelm was considered a hero but he himself could only see the blood spill. Soon he took his own life from guilt. Between the years 592-636 the dwarves had no king but were instead ruled by the 6 richest families. New trading opportunities with the humans covered for the losses during the war.

600 The Gray era

604-The largest city ever, Capitol, was built by the humans. Essentially all trade went through there.

620- Invasions from the west. Dwarves ignore it. No concern for the aboveground world.

636-The bond between dwarf and man that was created during the second war was strong. So when a half human half dwarf child with royal blood was born he was given the throne at the tender age of four. The Gray king’s rule begins

666- In an attempt to increase his wealth the gray king take hundreds dwarves from their homes and send them off to found the outposts- Copperdrop, Silverdrop and Golddrop. Those of unlucky souls who were sent off to the location of Copperdrop died a quick death as they were not prepared for such a journey. Golddrop was off to a good start but they soon realized that the mountain offered nothing but rock and sand. They died a slow and lengthy death of starvation. Silverdrop on the other hand prospered and the losses of the other two outposts were forgotten.

680-The gray king were still ordering more and more settlements to be built some in the most remote corners of the world. Many dwarven lives were lost here as few settlements made it past winter and those that were built in the western region of the realm were destroyed by goblin raid-parties.

683 The goblins who came from the west managed to get a strategic foothold in the realm and their troops were slowly advancing.

685- The third realm war.

Dwarves, elves and humans united to create an army only rivaled by Tynall’s forces back in 591. Hundreds of thousands souls on both sides fell. In the end the dark ones were pushed back...However they were persistent and changed their course for the elven capital. The elves pleaded for the aid of the other races however the Gray king chose to retreat his forces and return to his safe mountains. The humans followed the decision of the Gray king as that relation was valued higher than that to the elves. The elven capital was burned to the ground and those elves who managed to escape enslavement either fled east to Seraté or north to the Scorching waste.

700 The era of man.

709-Scoutings of a goblin structure in what used to be elven territory was confirmed from many sources. It appeared as if they had manifested there and were slowly consuming surrounding villages. Nearby settlements such as Rocklod and Peasantville were under constant attack.

710-The Gray king whom has always been considered both cruel and insane takes a turn for the worse. He starts a lot of nonsensical projects redirecting workforce to strange things and killing many innocent dwarves including his wife.

711-Multiple reports from different sources claims to have been in contact with a new sentient race, it appears to be a mix-breed between elf and goblin. Little is known about them but they do not appear to share the elven ideals nor ally with the dark forces.

714-A strange man in the city of Capitol claims to be the last mage. Few take his claims seriously but he quickly manages to rise towards the top of the political ladder. He goes by the name of Renatum Urbanus.

719-The Gray king dies. After the tyrannical reign of the insane Gray king the dwarves elected a leader with contrasting traits. Mina Lithtreck was bland, calm and considerate, perhaps just what the dwarves needed to heal the wounds the gray had caused. Lithtreck’s accomplishments were few, apart from being the second dwarven queen so not much can be said about her rule.

729- Without the gray king the dwarves lost a lot of influence, and most of the elves had been wiped out. The humans took this opportunity to expand their territory.

731-Mina forbids the usage of Jesterherb, Mina whom previously had been completely unopposed had now gained a small group of adversaries.

747-General Kartack claims that Mina’s poor knowledge of military strategy makes her unfit to lead the dwarves and she’s replaced by Lurved deMelkon. As the political power of the realm has shifted in favor of the humans, deMelkon spent a lot of effort attempting to both keep a good relationship with the humans and at the same time surpass them in multiple fields.

764-Renatum becomes the king’s advisor, arguably more influential than the king himself. Old kings fall and new ones rises but Renatum’s authority is never questioned.

784-Due to human influences some dwarves moved away from the dwarven ideals, especially the nobles. Armok was no longer considered to be real; the worshiping of other deities such as Litarette the mother of prosperity or Gili Stonehelm the god of fire became popular. Many older dwarves were strongly opposed to this.

800 The scientific renaissance.

811-deMelkon is perhaps best remembered for the year of 811 when he attempted to rival the human fleet by building the greatest warship ever witnessed. People were very impressed until it sunk.

812-It is decided that deMelkon perhaps wasn’t such a good leader after all. General Kartack whom at this point in time had left the military force and worked under the title of master strategist instead attempted to take the vacant position for himself. Others claimed that the daughter of Mina Lithtreck- Ori Lithtreck- was to be crowned instead.

814- Civil war broke out between the followers of Ori and the military. During this time the Mountainhomes loses a lot of control over its provinces, in Silverdrop and Kobaltine the mayor rises to a position similar to that of a king.

842- Raughelm the second. After over 30 years of political insecurity a young heir to Raughelm the first claims the throne. The legend of Raughelm as well as people’s tiredness of poor rulership allows him to take the throne quite easily.

858-Raughelm II starts a great elf slaying campaign; many believe that this is to avenge his great-grandfather's defeat 583. The city of Musheath was built on the edge of the northern woods to give the dwarven military a base to work from.

871- Silverdrop had for long been a scientific goldmine as the Mountainshomes did not have the funds to keep their inventors over there. Especially four names are related to the scientific progress at Blackgate. First off there's a skilled chemist known for his experiments on genetic manipulation as well being a bit morally grey. Secondly we have the insane inventor who stands for many modern inventions. Thirdly there is a theoretical physicist claiming to have gone beyond the capacities of three-dimensional beings. And lastly the legendary scientist who has changed the world's view on many things throughout the years with his crazy and extremely extensive experiments, also expensive.

874- The fall of Rocklod

[Spoiler](#) (click to show/hide)



Red-dwarf  
Blue-Human  
Green-elf  
Yellow-Mixed  
Black-Anything really from a minotaur's lair or a ruin to a goblin settlement.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 05, 2014, 08:21:40 pm**

Place take into account that-

- \*The opinions of each race may differ greatly on any subject.
- \*Before correcting me, I know what a dynasty actually is but well...they're elves. Trust me the word will pop up sooner or later..
- \*The map is not representative of a physical object and is based solely on Nerin's assumptions, thus it can't be used as a point of reference when interacting with another character nor would it allow Nerin to find his way from one place to another.

Elven History.  
[Spoiler](#) (click to show/hide)  
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0- Time of legends- Fading moonshine.

One of the gods, Armok, went on a never-ending crusade of slaughter joined by his legion of filth and malice. He ravaged the land for years and years, the other gods tried to keep the living safe but Armok's thirst for blood was insatiable. The world that the gods had dreamed of had turned into a nightmare of slaughter. The different races were exterminated one after another.

In the end the gods realized that if they wanted to save this world they had to take action. As a god Armok was immortal, he also had an extensive greed for power which had made him outgrow the other deities. The Sun, the Moon and the eight human gods all united to fight him and the demonic hoards under his control. But they knew that this would not be an easy feat, sacrifices would have to be made and the world would no longer be the same. For fourteen days and fourteen nights they fought before Armok made a mistake, he had finally left an opening. The eight all forfeited their divinity to banish Armok to the dark core of the world. However they had underestimated Armok and their collective efforts was not enough to defeat him; they were caught in a tug-of-war, a battle of wills. The moon charged valiantly towards Armok to end it once and for all now that he was caught up with the eight. Unfortunately due to the outmost incompetence of the eight she was brought down into the depths alongside Armok.

As punishment for their failure the eight were stripped of their divinity and took on a mortal form. However Armok was forever trapped in his dark prison deep beneath the earth and as the years passed his existence became questioned by the newer generations. Mourning the death of her sister the Sun left this plane of existence and now rests at her spot on the celestial weave forever illuminating the memory of the moon.

The loss of the moon was a tremendous injury to the elven people as they had now lost the gifts of warfare (metal), civilization (agriculture) and “the core” (magic).

However, through elven ingenuity a new way of living was soon formed, a way where instead of living off nature one would live with nature. Whatever shortages were left after the Moon’s disappearance could be overcome with help from the Sun whom made substitutes for the skills that had been lost. While the elves were still recovering from having their way of life being crushed in an instance the dwarves took their chance to expand outwards into the lands and downwards into the earth. To the east they carved out the core of a majestic mountain and called it home. At this point in time man had not yet been brought up from their pitiful existence of fighting each other on muddy grasslands by cultural influences and achieved nothing noteworthy.

#### 150- The dynasty Que-re’Hlae

Que-re’Hlae was a tough but just ruler. During his reign many elven standards were set revolving moral values and such. He vowed to protect nature and any elf that broke that rule either by apathy or ill intent was banished from the lands that would later be called the great forest of Turiaa. It is believed that the residents of Sliverslaa would be their descendants.

200-As dwarves began imposing on elven land a lot of tension was built up between the two nations. However, at this point in time any dwarves reaching the west were either merchants or explorers. Due to this increased interaction “common” became more and more common across the realm.

244- Que-re’Hlae exclaimed the towering oak of the northern woods to be a symbol of worship.

290-After an almost century long approach the dwarves had slowly began expanding; one due to trade connections with both humans and elves but they also kept claiming land and harvesting it for valuable resources. However, only smaller skirmishes broke out as the human tribes acted as a buffer between the two.

298-A group of extremists by the name of the Twisted pines had taken Que-re’Hlae teachings one step further and equalized all life to a point where sentience no longer bore any significance when it came down to ethical decisions, in battle they would consume the flesh of their enemies whether it be man, elf or some of the lower races. This was of course frowned upon by the community even though it brought great fear to the enemies.

316-The dwarven expansion had harmed nature so much that the elves decided to fight back. Due to superior skill and tactics the elves managed to fend off the invading forces. Days went on and no further attacks came. When the elves finally began celebrating their victory the dwarves somehow managed to open up the core of the earth and spill its blood across the land. As the burning tide rushed towards the forests of Midland Que-re’Hlae climbed atop his mount and lifted his spear encouraging his fellow elves to do the same. Most ran from the luckily slow but devastatingly hot lava. His rumored last words were- I’ve lived my life as one with nature and now we shall die as one as well. The elves had suffered complete and utter defeat after a battle that they had won. The collective elven spirit was low and for the first time in 150 years the elves stood without a ruler.

#### 318-The dynasty of- Ruran’Heasinddare

Ruran’Heasinddare was old even in elven terms when he rose to power; he was famous for his wisdom but also for his slow thinking. During his period of rulership the elven society slowed down quite a bit and few major contributions were made however he did manage to reestablish old relations with the other races. Many opposed of him reengaging trade with the dwarves but he was much too stubborn to have his will swayed, it is even rumored that at some point around 440 he met with the dwarven king Laar-Tark Bookbound and shared a drink. He also spent time on teaching the humans about the elven ways however his plans there never came to any fruition as as soon as he would turn his back on the humans for a few years they would start beating on each other and start killing animals again. They did however learn a thing or two about how to create a functioning society and human cities began emerging here and there.

412-A strange man by the name of Lecasquadue the gravewalker, more commonly known as the Marauder, began traveling the land. His intentions were unknown to all but multiple sources claim to have seen him loot graves, robbing houses and even killing people without leaving a trace behind.

509-A new dwarven king going by the name of Raughelm had taken the throne, he ruled in a very aggressive way that later on led to once again shutting down all trade between elves and dwarves.

549-When Ruran’Heasinddare later died of old age he was celebrated as a great ruler even though there had earlier been some controversy involving dwarves.

#### 555-The dynasty of Therua’Banni-valsä

For 6 years no candidate had stepped forward to claim the position as ruler but as time went on the lack of a direct power made it hard to keep the people united so one of the most influential families stepped up and proposed that a young woman by the name of Therua’Banni-valsä would get the position. Therua’Banni-valsä was renowned for her beauty and overwhelming authority however she was not well versed in politics. She did however manage to convince the others with incredible rhetorical skills and her stunning appearance. As time went on it became that not only did she have the wits of an elf twice her age but also a natural affinity towards leadership. In an instant the elven world had become more vibrant than ever.

#### 583- The first realm war.

War was on the horizon and once again people began questioning the queen’s ability to lead and some even suggested giving over control to a general, at least during time of war. The queen’s calm demeanor slowly rekindled their faith and when the first dwarven army was spotted no elf had any doubt left in their heart. Due to surprisingly cunning strategy and brilliant ruling from Therua’Banni-valsä the elves won a decisive victory.

Therua’Banni-valsä was celebrated as a hero and the dwarves seemed to have left the face of the earth entirely. At first people thought that they might be preparing some sort of counter attack but as the years passed it crossed people’s minds that all of the dwarves might have died because, which became likelier and likelier for each passing day.

587-The elves begin taking control of all the land previously claimed by the dwarves and many new cities and settlements were built.

Amongst them only Seraté stands today, which later became a center of worship as it was located beneath the Towering oak.

#### 591- The second realm war

The humans order of knights were arguably the best warriors of that time, they fought with the speed of an elf and the strength of a dwarf but no man could ever pay them all to fight for a common cause.

Suddenly without a warning an incredible army marched over the horizon, tall figures clad in the finest dwarven steel glimmering in light of the setting sun, led by a man wearing a brown and golden tabard as well as an effervescent blue sword of which like no one had ever witnessed before. Chaos erupted as soldiers were called to arms, guards were manning the barricades and ferocious beasts were gathered from the forest. Therua’Banni-valsä looked uncharacteristically stressed as more and more troops kept emerging in to view. What followed was a complete bloodbath and the elves suffered defeat after defeat to these strange new adversaries. Everything was covered with blood except for one untainted blue blade in the middle of the mayhem seemingly cutting the very fabric of existence leaving no foe unscathed. People begged Therua’Banni-valsä to retreat further back in to the forest but Therua’Banni-valsä stared death right in the eye while reciting Que-re’Hlae’s famous last words. The events that directly followed were strange to both sides as when the attacking forces reached the position of lady Therua’Banni-valsä they stopped perhaps on Tynall’s orders, perhaps due to some innate respect her nobleness, but most sources cite that they stopped in awe of her radiant persona and lost their will to fight. During the final quivering moments of the war Tynall ripped off his bloodied helmet and kissed Therua’Banni-valsä thus ending the war. His confused forces wandered back the way they came across the bloodied fields of Midland as Tynall returned with the remaining elves to the great forest of Turiaa. People were outraged when a marriage between Therua’Banni-valsä and Tynall was decided upon. Therua’Banni-valsä whom were held in high regard after winning one war and stopping another were now to be banished for siding with the one whom had slayed thousands of their kin. On the very day of the ceremony they were both thrown out without a place to return to and both without honor in the eyes of their people.

#### 592-The dynasty of Isaläe’Tyraltin

The elves were thrown into a state of chaos and there was widespread starvation and a lack of workforce. People felt a strong hatred towards the dwarves so it was no surprise that one of the commanders from the previous war was chosen. Isaläe’Tyraltin was a strong-willed but silent woman whom had lost an arm in the previous assault. That combined with her piercing eyes and a deep black spot on her cheek gave her a very menacing look. Under her rule society was slowly rebuilt mostly due to her harsh punishment for those who couldn’t follow orders. Meanwhile Seraté had been completely cut off from the motherland due to dwarves reclaiming their land, now Seraté is instead ruled by the



order of the Sun. The entire organization was shrouded in mystery and still is today, it's is widely known that they are manipulators of magic however there are few whom claim to have seen it and even fewer who know what the purpose of their strange trips in to no-man's-land might be. However their authority is not compromised in any situation.

604-The largest city in history, Capitol, was built by the humans. Essentially all trade went through there.

606- A woman calling herself the oracle made prophesy telling that the worst is yet to come, that another war was coming, much worse than the previous one. She gained quite a following but was banished for disturbing the peace.

615- Things were finally back to normal except for the traumatized look in people's faces, the low headcount and how people felt burned-out due to overexertion.

620- Something dark emerged from the far west. Dwarves ignored it and the humans were hesitant in their reaction.

628- First contact with these weird creatures, the brunt force of them seemed to be made up of goblins however their ranks were mixed up with all kinds of foul inbred beasts and creatures, a true shame to nature in its entirety.

636- A strange creature, not man nor dwarf was born. Its actions later in life would make the world a worse place to live in. They called it "the Gray king"

657- The constant attack was too much for the already weakened elven forces, defense after defense fell.

683- The goblins who came from the west managed to get a strategic foothold in the realm and their troops were slowly advancing.

685- The third realm war.

Dwarves, elves and humans united to create an army only rivaled by Tynall's forces back in 591. Hundreds of thousands souls on both sides fell. In the end the dark ones were pushed back...However they were persistent and changed their course for the elven capital. The elves pleaded for the aid of the other races however the cowardly Gray king chose to retreat his forces and return to his safe mountains. The greedy humans soon followed his example as they saw no gain in fighting and thus the alliance had been broken and all that remained was the horde of greenskins and lingering taste of foul betrayal. Isalae'Tyraltin swore to one day get her revenge but fell alongside Turiaa at the hands of the enemies overwhelming forces. Those elves who managed to escape enslavement either fled east to Serat  or sailed north to the Scorching waste, others set up their own settlements on the whistling planes. Of them only the village of Atkara remains today.

688-The dynasty of Fera-Si'Banniarnith

After Turiaa's fall a new leader had to be chosen, the order were however hesitant to give away their power. After three years of negotiations the political power was split in four including the order, the general, the council and of course the newly elected queen Fera-Si'Banniarnith whom at the time was still cheerful and of an optimistic nature. Perhaps what the elves needed at the time.

695- A large number of half-beasts had suddenly migrated to the northern woods due to unknown causes; it was later suspected that the humans had begun kidnapping the beastmen from their natural habitants to keep them in their cities. The reasoning behind it remained a mystery however. Fera-Si'Banniarnith took them in and let them take residence in the northern part of the woods, as far away from the humans as possible.

709 In the ashes of what had once been the home of the elves a large menacing goblin structure had now risen. Nearby settlements such as Rocklod, Peasantville and multiple elven refuges were under constant attack.

711-Strange creatures of unknown origin calling themselves dark elves started emerging here and there in the western realm, allying with no one.

714-A man going by the name of Renatum Urbanus turns up in the human city Capitol and claims to be a magician. Whether he actually knows magic was never cleared up but he quickly reached a position of power. The order took great interest in him but never got a chance to get close.

718- Human knights continually fought the goblins in the west to protect the smaller villages and push back the invasion. At this point the human army was split up in to 4 major groups, the Vanguard of the aegis whom fight an endless war in the west, the clan of the lance whom are no more than common thugs, and the army of steel which is no more than the nobles private guard and the brotherhood of the sack which was formed a few years later by Jeruda Rightling.

729- With the elves at an all-time low after the third realm war and the dwarves slowly losing their influence the humans got a stronger and stronger grip of the realm as a whole.

734-On the order's orders a hidden city by the name of Celedome was built deep within the forest, purpose being to protect the elven legacy in case another war were to break out.

752- Fera-Si'Banniarnith married an elven man and a great feast is conjured, marrying was rare amongst elven queens and kings.

788- The order of the Sun is out in the world investigating mysterious phenomenon, multiple attempts at investigating Renatum Urbanus were made but they never reached the capital.

800-Both dwarves and humans spent a lot of time and money on controlling the realm's sea routes, as no elven coastal cities remained in the realm the elves quickly surrendered their authority.

842- Raughelm the second reached the human throne and holding a strong grudge towards elves even though he was not there to see the first realm war himself he began killing elves everywhere. Large armored battalions of trained knights rode out to slay any defenseless elf they could find. Amongst them were Fera-Si'Banniarnith husband, with him died her carefree nature and Serat  has been fighting the dwarves on the edge of the northern woods ever since.

846-Having troubles cutting through the dense forest Raughelm split up his forces hunting elves across the land instead, any refuges remaining fell quickly but Atkara where humans from Wuppentrump stepped in to protect the elves remained. In exchange for their protection however they had to pay large sums in taxes. The dwarves were forced to accept this as Atkara was surrounded on three sides by human cities, whenever an elf went against the landlords they would often be left out to a bunch of waiting dwarves.

858- The outpost of Musheath was built on the edge of the northern woods to give the dwarven military a base to work from.

871- After a 2 year long peruse of the being known as Lecasquadue the Gravewalker the order of the Sun finally managed to find and defeat him, the details of the battle are unknown but it is said that upon the death of the Gravewalker a flock of ravens had swopped down and consumed the body entirely.

[Spoiler](#) (click to show/hide)



Red-dwarf  
Blue-Human  
Green-elf  
Yellow-Mixed  
Black-Anything really from a minotaur's lair or a ruin to a goblin settlement.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 05, 2014, 08:24:11 pm**

Place take into account that-  
\*The opinions of each race may differ greatly on any subject.  
\*Before correcting me, I know what a dynasty actually is but well...they're elves. Trust me the word will pop up sooner or later..  
\*The map is not representative of a physical object and is based solely on Nerin's assumptions, thus it can't be used as a point of reference when interacting with another character nor would it allow Nerin to find his way from one place to another.

Human History.  
Spoiler (click to show/hide)  
"At the beginning the old gods called the eight created the world but left shortly after.  
But the world was pretty empty, there lived humans elves and dwarves. However they were all hungry and sad.  
Then the god of harvest Jones gave them bread to eat.  
And so they rejoiced.  
Then the god of good business Violet gave them money.  
And so they rejoiced.  
Then the god of purity Vera gave them purity  
And so they rejoiced.  
Then the other god of harvest Nelson gave them more bread  
And so they rejoiced.  
Then the elves angered the gods and they could no longer harvest or count money.  
Then the dwarves angered the gods and they became impure.  
Sometimes other deities that are friends of the gods helped out; they are to be thanked as well.  
Thus the world became as we see it today.

The time of tales.  
23-At the early years mighty clans of humans fought each other for fame and glory, their names have been forgotten but not their sacrifice.  
During these early years they fed the hungry elves that could not bake bread themselves and helped the dwarves carve a hole in the mountain in which they could live.  
96-This is the time of many classic tales such as Jacob the happy miller and Peter and the big stick, a time of greatness and honor.  
150- After getting advice from the wise men of Netthorp the elves learned how to live off what nature gave them. They were very thankful to mankind.  
188- The written language was invented and quickly shared with the other races.  
232- At this point in time the dwarves that like to stay in their holes began wandering the earth and finding out about new places. Whenever they reached a new destination they would ask the humans living there about it and writing down the answer to bring back to their hole. Many were surprised that someone had actually managed to teach them how to write.  
244-A strange sickness haunted the land. Many succumbed to it and died, luckily the humans managed to cure it before the elves or the dwarves got sick.  
281-The humans used their superior knowledge to create a map which was then shared with the world. It was surely the greatest invention of its time.  
290-The tribal instincts in the lesser races got too strong and they started attacking each other throughout the land. Luckily the humans were there to keep them from bringing too much harm to each other.  
316-The gods of harvest, Nelson and Jones, both knew that there was nourishment for crops within the crust of the earth so they brought it up in a great flame that scorched midland only to leave behind very fertile ground. Humanity thrived.  
333-The cities of Wuppentrump and Riverloft are formed around the fertile ground of 316.

341- The family of Juff.

Jurgel Juff managed to unite all clans under the same banner for one day and two nights, during that time he became the first king of the realm.

346- A bewinged snake was spotted in the sky, but just before it decided to go into battle with the great warriors of Wuppentrump a young boy's prayer made it flee its course and head east.

350- Meanwhile bands of heroes were out cleansing the world of ancient monsters, some seemingly older than the gods themselves. Many races of animalmen went extinct due to the heroes having trouble differentiating between monsters and halfbeasts.

354- Jurgel Juff's son became the next king when his father died valiantly fighting in the third Juff war, defeating his opponent and nephew Horvard Juff.

355- The Family of Mock.

Jurgel Juff then loses the title of king in a drinking contest against William Mock, making him the new king of the realm. William the I's first course of action was to build a second church for Nelson, this led the believers of Jones to feel excluded so he also built a second church for Jones. Riverloft now had four churches dedicated to harvest. Good times were had.

364-Wilfred the II became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

384-Wilfred the III became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

412- A foul being called the Marauder began traveling the land; he ate bad children and used to take unguarded purses. Still today many things that are viewed as petty crimes are actually the work of the Marauder.

414-Wilfred the IV became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

432-Wilfred the V became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

434- The first Clayfeast festival was celebrated on the second day of spring; the festival involves such activities as drinking, mudwrestling and the public hanging of infamous criminals. The feats origin has been lost in time and there are no records of why it was started in the first place.

464-Wilfred the VI became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

468-Wilfred the VII became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

492-Wilfred the VIII became the new ruler after his father's resignation, but died after falling out of bed on a cold winter morning.

509- There is a sudden increase in trade amongst both dwarves and elves. Presumably another one of their useless power struggles to see who could get the best value goods.

522-Wilfred the IX became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

524-One of the churches of Jones burns down in Riverloft.

536-Wilfred the X became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

558-Wilfred the XI became the new ruler after his father's resignation, but had to step down from the position of king after being involved in an indecent scandal.

567-Wilfred the XI became the new ruler after his father's resignation, but he was horribly murdered by a large mob of angry villagers whom wanted a new family to sit on the throne.

568- The family of Vyold.

Gerald Vyold became the next king of the realm by going around telling people that he was in fact the king until the general public eventually accepted it.

As the dwarves greedily were taking up more and more land he decided to start building an army. His plan of having a united fighting force failed as he didn't have the funds to support it. The plan's effect was instead that there suddenly were a lot of knights doing protection business at local farms.

A band on traveling knights was formed under the banner of count Tyrnall, they would ride around the kingdom saving people in need and slaying foul beasts.

583-The dwarves and elves were at it again, shedding blood just for the thrill of it. Such simple beings. The elves probably won as the dwarves disappeared after that. Most thought they were dead.

587-Elves began to wandering around everywhere looking mighty smug.

591-Suddenly a dwarf had popped out of the ground, he came with a message from the dwarven king begging for the might of the humans. Vyold realized that perhaps this was a project he could not handle in such a short amount of time so he was about to reject it when the messenger kept reciting the payment which far exceeded Vyold's wildest dreams. He quickly accepted and sent his own messengers packed with gold to buy every knight within reach. Thousands upon thousands of the realms finest warriors gathered together for a common cause, dwarves and men side by side prepared to fight the fiercest battle of all time. And so the hour of action was upon them.

The knights were led by General Tyrnall, the warrior with the most kills throughout history. Dwarf-king Raughelm even gave him "the dwarven treasure" to ensure victory (a mysterious but powerful sword). The elves suffered defeat after defeat; their weapons couldn't pierce the dwarven armors and Tyrnall alone had slain more than the collective elven force. Seeing defeat on the horizon the elves played a dirty trick and attempted to seduce the mighty Tyrnall. As his will began to waver Tyrnall threw the dwarven sword into a lake and thus ending the war, after that Tyrnall never returned to the lands of men and dwarves but the at that point in time no one could care less for mountains of gold were being shuffled upon the streets of Jylmen. Violet be praised!

604-The largest city ever, Capitol was built where Jylmen used to lie using all the gold given by the dwarves. Essentially all trade went through there.

606-Long paved roads were built in all directions since when in doubt build a road.

608-Due to the sudden increase in wealth a large amount of noble families were created very quickly by the most "hardworking" and "honorable" people in the kingdom.

610 -The family of Elgade.

When Vyold died of old age he wanted to pass on the title to his son but at that point in time the mayor of Capitol, Jide Elgade, had more power than the king so he simply took the title for himself.

At important trade points cities like Mecker, the Watering hole and Limonia spurted forth. Also the city of Vidvall was built to feed the increasing population of Capitol

620- The elves said that something dark emerged from the far west. At that point in time it was impossible to know if it as true or not so the humans prayed to Vera for it not to be.

621-A new city already inhabited by humans was found down south along the road. It was simply called Nef.

624- Jide tried to force a taxation law on the city of Nef; any attempts were however quickly shut down by the locals.

626-Trading with the dwarves resulted in a huge income and Midland as a trade empire just grew stronger by the day. Violet be praised!

636-The bond between dwarf and man that was created during the second war was strong. So when a half human half dwarf child with royal blood was born he was given the dwarven throne at the tender age of four.

654-Jide's younger brother took the throne by stabbing the older brother, whether it actually was a duel or not is hard to say since there was only one blade present at the scene and Jide had been chewing on some chicken at the fatal moment.

659- A horrible sickness came through Midland causing coughing and internal bleeding, many died but the cause was never found, 9 years later the sickness was cured by Vera.

683 The goblins who came from the west managed to get a strategic foothold in the realm and their troops were slowly advancing.

685- The third realm war.



Dwarves, elves and humans united to create an army only rivaled by Tynall's forces back in 591. Hundreds of thousands of souls on both sides fell. In the end the dark ones were pushed back by the might of the human knights. The Gray king thanked the king of the realm for cleaning out those foul creatures. Later a couple of stragglers managed to pull off a sneak attack and light the elven forest on fire. The elven capital was burned to the ground and those elves who managed to escape the flames either fled east to Seraté or north to the Scorching waste. Jide's brother died from a heart attack during the war, didn't have the nerves for it. His daughter Mirquette became the new ruler and the first queen.

692-She had a strange fascination with the bizarre tribes of animal people that roamed the land, while they had previously been considered sentient creatures Mirquette governed them to be classified as lowly animals. Most of them were enslaved and the breeding of beastmen became a luxury pastime amongst nobles.

698- Mirquette was mostly famous for her cruel ways of torturing prisoners and in 698 she formed the first law enforcement company called the Shackles.

709-Scoutings of a goblin structure in what used to be elven territory was confirmed from many sources. It appeared as if they had manifested there and were slowly consuming surrounding villages. Nearby settlements such as Rocklod and Peasantville were under constant attack.

710-Dwarven politics became very unstable around this point but their trade was as good as ever.

711- Strange creatures of unknown origin calling themselves dark elves started emerging here and there in the western realm; it appeared to be a mix-breed between elf and dwarf.

714- The kings' advisor Renatum Urbanus made his first appearance and explained his role as a magician.

718- Human knights continually fought the goblins in the west to protect the smaller villages and push back the invasion, bravely. At this point the human army was split up into 3 major groups, the Vanguard of the aegis whom protects the realm from the threat in the west and was made up primarily by the heritors of Tynall's army, the clan of the lance whom roam the land and keeps order however they're of a more dubious character than the other knights, and the army of steel whom reside in capital with the sole mission of protecting the noble houses.

719-The Mountainhomes calmed down to the point where nobles could come and visit.

725- Mirquette caught a strange disease and became permanently bedridden which meant that her son Eric took the throne.

726-Eric spent much effort trying to impress his mother, the decrowned queen, to no avail; his peaceful manners never fit her view on the world. This led to a lot of anxiety on Eric's part whom were probably never meant to be a ruler, ultimately this all boiled down to Eric Elgade aspiring to make a name for himself as a great king.

731-Eric decided to march against the southern city of Nef that had been opposing the crown for too long, bringing no less than 8000 men. As he began to set up camp around the city to prepare for a slow siege of Nef the citizens just rushed out with no regard for battle tactics. Men, women and even children all charged with a crazed fury towards the surprised soldiers, when Eric finally managed to escape he had already lost 2000 men to a bunch of angry townsfolk with pitchforks.

746-Eric grew bored of living as a noble and ran off with a prostitute/pirate. His only legitimate son, Vipaldo, took his place. Vipaldo was only 14 at the time so he got a lot of help from different advisors.

750-The elves had grown very quiet and not much trade was being conducted, the dwarves however seemed eager to keep up their economically beneficial relation. Violet be praised!

764-Renatum becomes the king's advisor, arguably more important than the king himself. Old kings fall and new ones rise but Renatum's authority is never questioned.

782- The family of Mui.

The Elgade line ended with Vipaldo whom never married. After him there were many takers for the throne but in the end the theatrical house of Mui got it by superior usage of propaganda. They quickly used this newly acquired power to introduce the world to fashion, art and trendy deities.

800-The dwarf spent a lot of efforts to keep up with the humans in many fields, to no avail. Their attempt at challenging the human's seafaring was especially poor, the poorly named ship Seaslug sunk at a dwarven harbor in 811. During this time both the coastal city of Mutuger and the military outpost Jecker Island were created

805-The last of the pirates are brought down by the human fleet however their booty was never found.

814-Dwarven civil war is bad for business.

819- A small war between Vidvall and Riverloft breaks out over a few weeks, the cause seems to be related to Riverloft's ancient honor code.

828- House Mui still ruled Midland but people no longer remembered who held the actual title of supreme ruler. However they had begun moving away from their previous ideals and were now more focused on the never-ending war in the west, where the goblins were still gaining ground.

842-The dwarves led by Raughelm II began killing elves again.

846-Any refugees remaining fell quickly to the dwarven aggression but at Atkara where human landowners saw an opportunity to make a good deed and a profit at the same time so they stepped in to protect the elves that remained. In exchange for their protection however they had to share a bit of their livelihood with their protectors. The dwarves were not happy with this so a second mutually beneficial deal was struck, any elven troublemakers were to be left out to the dwarfs, giving the dwarves what they came for and keeping the workers in their shoes. Violet be praised!

858- The city of Musheath was built on the edge of the northern woods to give the dwarven military a base to work from.

869- Another small war between Vidvall and Riverloft breaks out over a few days, the cause seems to be related to Riverloft's ancient honor code again.

875-The old village of Limonia was torched to the ground by bandits, a group of soldiers were deployed to steer things up but the damage had already been done.

[Spoiler](#) (click to show/hide)



Red-dwarf  
Blue-Human  
Green-elf  
Yellow-Mixed  
Black-Anything really from a minotaur's lair or a ruin to a goblin settlement.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 06, 2014, 10:51:18 am**

I suppose nerin is unaware of Golddrop's location?  
Also, those three maps are the same, right?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 06, 2014, 11:49:08 am**

Quote from: AfellowDwarf on March 06, 2014, 10:51:18 am  
I suppose nerin is unaware of Golddrop's location?  
Also, those three maps are the same, right?

In 'bout the same area as Silverdrop, the cities are proportionately large though.  
Yea same map, it would be kind of an asshole move to have 3 seperate ones as it's hard to read it is anyway :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 06, 2014, 04:30:31 pm**

So, will you answer my question?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 06, 2014, 04:47:37 pm**

Quote from: Tirion on March 06, 2014, 04:30:31 pm  
So, will you answer my question?

¿? ???

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 06, 2014, 07:07:43 pm**

Quote from: Tirion on March 05, 2014, 07:12:52 am  
Our backstory? As in, each of the spirits in Nerin's mind will get a backstory on their own? Cool, man, let me think for a few hours to make mine sufficiently epic.

This one.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 06, 2014, 07:29:22 pm**

Quote from: Tirion on March 06, 2014, 07:07:43 pm  
Quote from: Tirion on March 05, 2014, 07:12:52 am  
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This one.

I thought i made that clear a couple of times xD  
Only AFD got baited the first time but atm I got a handful of people. :)  
Pm me if u have any ideas

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 06, 2014, 10:22:40 pm**

Do you mind If I basically use a dwarf from another community game as my backstory?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 07, 2014, 04:04:35 am**

Quote from: slowpokez on March 06, 2014, 07:29:22 pm

Quote from: Tirion on March 06, 2014, 07:07:43 pm

Quote from: Tirion on March 05, 2014, 07:12:52 am

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This one.

I thought i made that clear a couple of times xD  
Only AFD got baited the first time but atm I got a handful of people. :)  
Pm me if u have any ideas

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 07, 2014, 01:35:28 pm**

Whew. Sorry for the long letter, slowpokez. It's loosely based on one of my old community forts.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HissinhWalnuts** on **March 07, 2014, 10:02:17 pm**

I take it Rocklod was Nerin's home.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 08, 2014, 03:21:27 am**

Yes, it's stated so on page 17. I suppose that if we flee somewhere, we should go to golddrop instead of Rocklod. We shouldn't venture so close to the goblins.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 08, 2014, 01:14:38 pm**

Aw, but goblins are fun! And they're so accepting of other races compared to these elves, I'm sure we'll fit in just fine!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 08, 2014, 01:20:39 pm**

Quote from: gman8181 on March 08, 2014, 01:14:38 pm

Aw, but goblins are fun! And they're so accepting of other races compared to these elves, I'm sure we'll fit in just fine!

They have butt-ugly women. If we want to try something new, go search for these "dark elves", who I suppose are the goblin-elf halfbreeds.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 08, 2014, 01:25:15 pm**

Yeah but goblin society isn't made up of just goblins... out of all the groups, they're the most likely to have a bit of everything.

Edit: Oh the voting tie was broken! :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Henny** on **March 08, 2014, 02:10:55 pm**

The trouble is how to get to a goblin settlement without being murdered. I suggest fooling a kidnapper Nerin's a child.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 08, 2014, 02:35:42 pm**

Quote from: Henny on March 08, 2014, 02:10:55 pm

The trouble is how to get to a goblin settlement without being murdered. I suggest fooling a kidnapper Nerin's a child.

But isn't our majestic beard a sign of true dwarven adolocence? Even goblins should be able to discern that.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Henny** on **March 08, 2014, 02:39:10 pm**

Quote from: AfellowDwarf on March 08, 2014, 02:35:42 pm

Quote from: Henny on March 08, 2014, 02:10:55 pm

The trouble is how to get to a goblin settlement without being murdered. I suggest fooling a kidnapper Nerin's a child.

But isn't our majestic beard a sign of true dwarven adolocence? Even goblins should be able to discern that.

Shaving off the beard is obviously out of the question, so I guess that option's off. He may be insane, but he's still a dwarf.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 08, 2014, 02:43:53 pm**

Quote from: Henny on March 08, 2014, 02:39:10 pm

Shaving off the beard is obviously out of the question, so I guess that option's off. He may be insane, but he's still a dwarf.

Maybe if we bound it in such a way that it looks like a large pair of pig tails, extending over the chin?

Also, I fear we might be needing to share Nerin's head with a goblin if he goes through their assymilation process. How would we get out?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 08, 2014, 03:03:58 pm**



Uhh, my backstory has something to do with goblins. Not sure if slowpoke wants to actually do something with those but if not I'll just post what I went over with him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 08, 2014, 03:16:06 pm**

No worries my freinds, according to my cutting-edge calculations I'm 'bout 70% done at this point :D  
[Quote from: gman8181 on March 08, 2014, 03:03:58 pm](#)  
Uhh, my backstory has something to do with goblins. Not sure if slowpoke wants to actually do something with those but if not I'll just post what I went over with him.  
Uhhh...well wait til I'm done with writing up that part where I'll get a chance to check it against the timeline etc. ;)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 10, 2014, 07:47:00 pm**

After defeating the previous Courtlounge I had to decide how best to use the privileges that comes with the position, at first the obvious choice of abusing the situation to fulfill my every wish and completely surrender myself to dwarven greed seemed tempting. However the voices saw the potential consequences of such a choice, if I wanted to remain in the city I probably had to attempt to make allies in a city that preemptively hated me simply based on my racial origin. Others suggested that I should put in an effort to strengthen myself to the point where I could defend the title by force. That in the end the voices chose to go for the more diplomatic solution surprised me greatly considering their past concerns, however this decision was not me against as I might finally have chance to relax without any fighting, running or..putting cities aflame...

In the beginning it was very difficult to preserve my good will when my bad reputation led to excessive amounts of slander as well as exclusion from most communities. Even though I had the power to avoid this mistreatment due to my position I chose not to use it as a token of humbleness. In the end I was able still able to see it from their viewpoint as well, an enemy arrives at the gates and kills one of their kin and then they're supposed to treat him as royalty? What a bloody mess...

At least I knew a few people around which was bit of a saving grace when it all just became too much. I spent a lot of time over at Amathspar's place where he'd give me advice as to how I should handle the situation at hand. He started looking a bit healthier just a few days after he returned and he became more talkative, a bit too talkative...On the contrary Sehdul wouldn't even speak to me after the death of her brother and I did not see her too often, once again understandable but somewhat unfair.

I was expected to represent my title in various social posts, however my diplomatic career was severely hurt by the fact that all noble families seemed to resent me, well I guess the same goes for the regular citizens as well. Somehow I still managed to get on talking terms with the house of Heasinddare which had slightly more tolerant disposition towards the dwarves, turns out they reached their position in society many centuries ago due to the dwarven wood trade. Most of the time I was only allowed to join them for garden gatherings, informal lunches and such but occasionally I was given the honor of sitting at their table during feasts, to the obvious dismay of the other guests of course.  
[Spoiler](#) (click to show/hide)



Early on during my time at Seraté I went to check out the Timeless archives which was astonishingly huge, book cases reaching far up into the air and long halls all filled with countless books from different times and writers.  
[Spoiler](#) (click to show/hide)



The Loremasters helped me greatly, of course because it was their duty to do so but they were contrastingly polite compared to most other elves. There were only two of them to care for the gigantic library and they felt strangely distanced from the rest of society. I got the feeling that they were somehow living in the past rather than the present. One of them even took his time to help me learn how to read and he was quite impressed with my advances, mostly due to the voices cheating and reading for me. But what surprised me the most wasn't the size of the library nor the elves polite approach but their incredible knowledge, I could ask them literarily anything and they'd always have an adequate answer. Somehow I took a liking to the place, perhaps due to the dim lighting that reminded me of a cavern or perhaps the smell of the place. Anyway I began spending a lot of time there every time I was bothered by the large open bazaars or the bright sun.

[Spoiler](#) (click to show/hide)





But no matter how much headway I made on the other fronts the day when the next challenger would step up was inevitable, I was actually fairly lucky to be given almost two weeks without a single contestant. The reason behind this was a lengthy quarrel between a multitude of people attempting to decide upon who would be worthy of taking the title. In the end a girl from one of the lesser families was chosen due to her impeccable archery skills and her family’s current affairs. I was very hesitant to join the duel considering my fighting record and not having the gauntlet to rely on, at first I tried to talk her out of it but she seemed adamant that this would be her day of glory... As soon as the battle begun I realized how greatly outmatched I was, not only was she fast enough to keep a sufficient distance between the two of us but she was also incredibly quick and precise when it came to shooting. In just a few moments I was covered in arrows and blood began dribbling down my clothes, I almost wanted to surrender right then and there to avoid any more pain and humiliation but the voices had other plans. Scratch that, they had no plan. They were simply slightly more optimistic. After what felt like a short vacation in hell the woman had suddenly stopped in her tracks and started looking around at the audience with a lost expression.

[Spoiler](#) (click to show/hide)





All outta arrows, huh? A while later the match ended in a draw as she was too afraid to move in to my reach while I was far too sluggish to catch up to her, I guess a combination of dwarven sturdiness and the unbending resolve of the voices saved the day. At first I was ecstatic over the results but then I got a lingering feeling that perhaps the next time they won't send a noble girl with no previous combat experience which brought down the mood.

At this point the Heasinddare began speaking for my cause; it was viewed as controversial not only because of me being a dwarf but also because recruiting the Courtlounge as a permanent ally would in all normal cases allow them to further their political position. I don't know if they had any underlying motifs but I couldn't be happier.

Wilfred seemed to like it in Seraté, the warm climate meant that he wasn't sick as often anymore and the lush vegetation was a goat's dream coming true. While Wilfred had been completely incompetent at navigating and finding food out in the wild it took a complete turn as soon as we had reached the city, somehow he seemed to sniff out every nock and cranny where food was to be had.

[Spoiler \(click to show/hide\)](#)



Things was going fairly well until one evening when I was walking back from the library I suddenly heard a noise behind be on an otherwise empty street. As I turned around I saw three elves walking up towards me at an increasing pace, it was hard to tell but I identified them as part of the band that captured me at my arrival. Their ill intent became obvious when one of them drew a wooden shiv while one of the others pulled out some kind of snare. I tried to run but there's no chance in hell that I'd ever outrun an elf. The voices told me to bring out the gauntlet and that it was a life and death situation, but still I could break my promise and give up all that I had worked for. I couldn't abandon my honor even as the first strike brought me down to the ground, the voices were screaming at this point but all I could see was the glimmering night sky above me. Somehow I was quite content with this, to go out while standing up for my beliefs. It felt almost peaceful after all the insanities that had occurred after my plunge into madness. However something had suddenly obscured my view and it wasn't one of the vicious perpetrators; it was someone else far up on one of the walls.

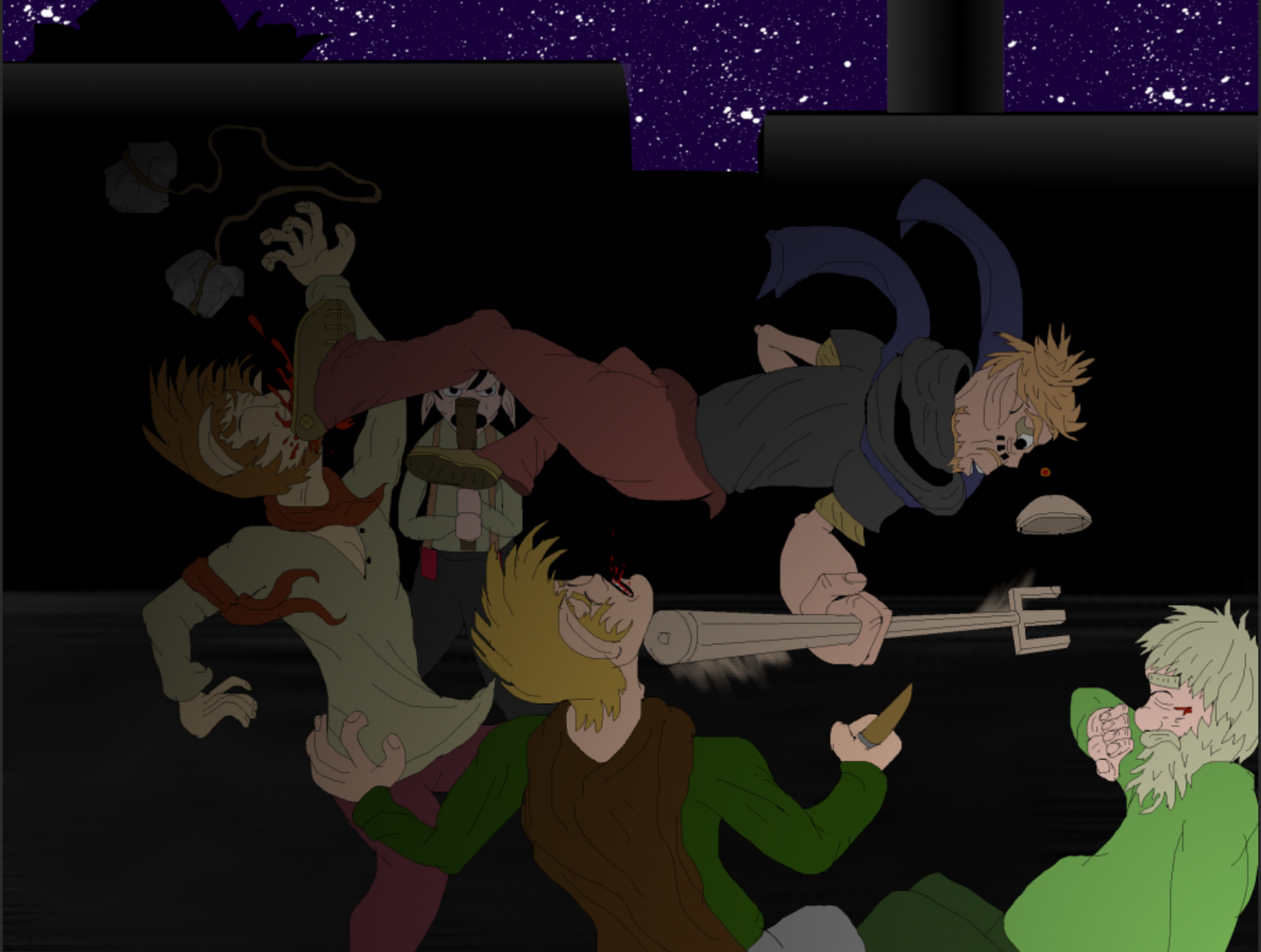
[Spoiler \(click to show/hide\)](#)



In a swift motion the shadow dove down from above and fell towards the attackers, I didn't manage to react in time since in the timespan of me heaving myself off the rough ground the battle was already over. Two of the other elves had fallen to their knees and were holding their faces, obviously in pain, and amongst them stood none other than one of the Loremasters.

[Spoiler](#) (click to show/hide)





I recognized him immediately as I knew him quite well from our earlier reading sessions, the whole situation felt quite absurd and I could not utter a single word. The remaining ruffian seemed as confused as me but managed to shout out threats mixed with a few elven profanities. In the end they had left the scene and only my savior and I were left. He apologized on behalf of his people but tried to make me aware of their reasoning and how the long lifespan of elves can lead to a lot of hatred over the years. I made sure that I understood that we were at war but I still thought that the hate shouldn't be directed at me. Before leaving he promised to sort out the problem, after the incident I didn't see him for quite a while but his departing words still had me puzzled. It was not until about a week later that word reached me of a grand announcement by one of the Loremasters, the preposition that he had put forward was unheard of not only because of the Loremasters secluded way of living but also due to the contents of his report. He had not only vouched for my position but he was prepared to accept any challenges made by those that still doubted the current Courtlounge. I never got a good explanation from the cryptic bastard as to why he did it but he probably saved my life for the second time in the span of a week.

After that point life got a lot less hectic as I no longer had to worry about what new challenges were hiding around the corner and I got a chance to enjoy the elven culture as well as the grandeur nature surrounding the city. Their culture differed greatly from what I was used to, especially how their social structure was handled without coins ever exchanging hands and the distinct lack of fights or arguments. The atmosphere was so peaceful that you could never had guessed that this was a nation at war, the only hint that was ever given was the empty houses left due to the gradually declining population. And this was even beyond the great immigration of fugitives from the west; no matter how ridiculously long lives the elves led it was constantly counteracted by their gradual population growth and other factors. The climate was hotter than what I was used to but I quickly got used to it and began enjoying the warmth. Sometimes I would even follow the elven habit of meditating out in the wilderness to become more in tune with nature, it would perhaps not have been quite as much of an effort if it wasn't for the voices inability to shut up...

But as time went on my outside status began fading slightly, perhaps because of the elves slowly getting used to my presence, perhaps because I acted out the role of Courtloungeer in a less strenuous way compared to my predecessors. Within the halls of Heasinddare where I spent more and more time I began indulging myself in discussing politics, while some met me with a firmly critical standpoint others showed great interest in my ideals and propositions.

[Spoiler \(click to show/hide\)](#)





Especially interested was a distant relative to duke Heasinddare, a young girl whom had a strange fascination with other cultures in general. While I was not able to account for much when it came to the ways of the humans we spoke of the dwarves and I recounted my earlier escapades with various greenskins.

After merely a few months not only had I managed to gain various friends throughout the city but the general consensus was also slowly shifting in my favor. While I still got a lot of harsh looks from the seemingly invincible military it seemed as if I was beginning to gain some trust from the council, occasionally I was even allowed to fulfill my duties as the Courtlounge by being the spokesperson at select events, needlessly to say I was not very good at it though...

My hard work at the archives was paying off and before I knew it I could read without the help of my inner benefactors, at this point I moved on to reading more advanced literature. Before I knew it I had become quite knowledgeable, especially for a dwarf. I couldn't help but consider a more academic career as I seemed more suited for this than the adventuring life or hard labor. I'd make a great bookkeeper...or an administrator...hmmm....

[Spoiler](#) (click to show/hide)

<http://www.bay12forums.com/smf/index.php?topic=122065.msg5063152#msg5063152> (<http://www.bay12forums.com/smf/index.php?topic=122065.msg5063152#msg5063152>)

The voices had become quite bored with my daily routine at this point and were anxious to do something else; in the end they decided on attempting to set up a business of some kind. In a city without an economical system this seemed quite counterproductive but the voices were sufficiently confident in their ability to succeed. The plan was to delve into various enterprises where being a dwarf might act as a beneficial factor. To start off we tried to start a farming business which turned out to be a complete fiasco due to my poor farming skills as well as the fact that the elves got all their natural products seemingly out of nowhere. I tried to investigate but never managed to figure out how it worked tough. Well if they don't need food then what do they need? Rocks! We followed up the previous failure with attempting to set up a stone importing business. Sadly we came off to a slow start firstly due to my lack of contacts outside of the city and secondly because of my inability to leave myself. But we did not give up there! Instead we set up a system where a few elven lackeys would move the stone from a rocky area just a few weeks march away. Unfortunately this met no commercial success either as the food that was traded for the transferred rocks equaled that of the provisions used to make the trip, and thus ended our attempts at conquering the elven market for good.

Instead I began spending more and more time with the Heasinddare girl whom shared many of my beliefs and still held a great interest for the world outside of the Seraté. She was fairly unlike the other members of high society in her carefree nature and even though she had the finesse of a noble woman she was comparatively a bit rough around the edges. While she was generally very easy to hold a conversation with she was also very moody and stubborn, leaving me feeling a bit lost sometimes. While she enjoyed hearing of my travels I was got to see many wonderful sights within the city walls, the view from one of the soaring messaging towers, the grand Heasinddare gardens bathed in silvery moonlight and even the majestic interior of the towering oak.

[Spoiler](#) (click to show/hide)





As time went on however I couldn't stop wondering about the order and their mysterious ways, around the city you'd catch a glimpse of their white and golden robes but even though they walked amongst the normal people no one seemed to know anything about them. It finally reached a point where my curiosity had grown too strong so I decided to investigate.

[Spoiler](#) (click to show/hide)



Getting in turned out to be surprisingly easy, well, for the Courtlounge at least. As I sat with them during various sessions of preaching I found it all fairly convincing, how the Sun was the source of all energy and how it was absorbed into plants and later consumed by animals. They appeared to have thought of everything except for one little detail, there is no sun in caves yet there lives a lot of different creature. Nevertheless I was very impressed by their teachings and some dormant religious feelings had awoken within me. Meanwhile I still continued to increase my academic knowledge by further expanding my range of chosen books now including more practical types as well as lesser known pieces, unfortunately this involved a quick dip into the mind of the kobolds with the book "There is a dead bird in this bush". It was a horrific experience and led to many questions such as; why do they keep stuff like this and who would call their autobiography "There is a dead bird in this bush".



Time passed like this and the seasons changed, or rather they would have but for some reason the forest was as lush as ever...there must be some elven trickery at work here...  
Anyway Nimzy’Heasinddare and I moved in to a humble apartment right above a bakery, it had a great view and a small canal on the hillside right above which flowed past the window. This was a strategic choice for the canal served multiple purposes firstly it formed a miniature waterfall with a bit of imagination which I for some inexplicable reason found very calming and secondly I knew that it might come in handy in case of an accident related to Gili’s hobby. As we were both nobles neither of us had to work so we spent a lot of time at the house, often accompanied by Amathspar and his mellow tunes.

[Spoiler](#) (click to show/hide)



Another strange event that occurred during this time was how some of the voices seemed to be regaining memories of past lives seemingly at random...

[Spoiler](#) (click to show/hide)

*Hundreds of years ago during the Gray era a dwarf going by the name of Jim lived simple life back at the Mountainhomes when one day he was chosen for one of the king’s mad expeditions into no-man’s-land.  
Jim reluctantly accepted as he knew that death would be the only option at hand.  
They reached the destination completely devoid of riches and covered in a layer of macabre sand.  
Too far west they had ventured into goblin land and now they were forced to make a stand.  
The fight was however over before it began  
Off to slavery with Jim and his clan  
Killed off were those that saw an opportunity and ran  
Jim was left without a plan  
As the years passed he grew crooked n’ insane  
During the third war he was freed to fight beside the goblin bane  
In a most gruesome way his foes were slain  
Thus began his raid leader reign*





*As time went on he became obsessed with death and his own downfall.  
Searching to extend his life became his eternal call.  
This change in attitude did not appeal to all  
So his sworn comrades left the masked dwarf to crawl  
Before the feet of an opposing thrall  
In the end poor Jim ran out of time’ as he was staked for his most heinous crime’.*

*Nav was a jolly ol’d dwarf that knew how to brew  
Far south he was forced to venture due to the Gray’s screw.  
Dangerous roads brought them down to a party of two.  
Not too long after his arrival his dream of a wife and child came true.  
But his time of happiness was short  
His wife got killed by a Minotaur attacking the fort  
It broke his spine and he couldn’t walk without support  
His only son was snatched by the greenskins, you know the kidnapping sort.  
Over time his back would heal  
But the wound in his heart was still too real  
Happiness was no longer something that he could feel.  
His sanity soon slipped away as his mind was not made from steel.  
While the fort was rich its survival chances were thin  
They were attacked by gruesome monsters with wide grins and rotting skin  
Bravely they fought with no chances to win  
In the end old Nav surrendered, kneeled down and picked up a flask of tin*





*The fort survived due to the fighters sacrifice' but Nav and the others had to pay the final price'.*

*Back in the day when the world was still young the dwarven army was strong  
Dum was a proud and honorable knight whom never did anyone wrong  
And his career as a commander was long  
You've probably heard of his heroic deeds in some lousy bard's song  
Things were well and sound until the day his wife was slain by an elf  
Dum reacted poorly to this horrific event and blamed himself  
He was no longer the same dwarf after losing his dear Thiralef  
Would it justify what was soon to come one may ask oneself.  
His squad had since long disbanded  
As he stood by her grave his mind he no longer commanded*





*Insane he went as his conscience got stranded  
Revenge on the world he took singlehanded  
A massacre without benevolence  
The bloodshed was immense  
Race or allegiance meant nothing as Dum had lost all sense  
Resources were spent to put up a defense  
In the end Dum was brought down by his own squire' whose bravery he even in this mad state managed to admire.*

*Back during the Gray era there lived a dwarf named Zon Lilarustuth or rather Tirion whom were captivated by knowledge and lore.  
Spent countless hours at the library always seeking more  
Well every day wasn't quite as much of a bore  
As Tirion spent even more times on girls or the occasional whore.  
It all took a turn for the worse  
When the Gray king made a decision quite terse  
He sent Tirion and gang of six to construct a fort in lands bearing curse  
While the setting was colder than ice the grotto inside was the complete reverse  
The proud fort of Chaincrafted was formed  
At first no riches were found but a strange blue metal was by their smiths reformed  
But the outside was so cold that they of their discoveries never anyone else informed.  
But that is when it happened; by dark robed men they got stormed.  
The battle against the necromancers they won and during the chaos a strange scripture Tirion found.*





*It taught him no good but suddenly his lucidity drowned  
He went insane and began traveling around  
When passing through Rocklod: Nerin's grandmother he downed  
When the war ravaged the land Tirion joined in' but a masked goblin called Jimbo and his squad made short work of him'.*

After that point Tirion's story turned into strange ramblings about he was saved by a giant bat and lived on for many years with a hot elf-nurse in Atkara...

With time life just seems to gradually improve, as the first year passes I'm perhaps not popular but certainly accepted by the community. I even kept attending the order's meetings and before I knew it I had become an initiate of the order and they even gave me a set of their characteristic robes. I was then let in on a great secret unknown to the outside world, that magic was still alive in this age. I was not as baffled by this as they perhaps they were expecting due to my fair share of weird stuff happening to me in the past. The first time I was shown it in action I was still unconvinced and a bit sceptic to the whole thing as the priest somehow produced a bright light with a stick.

[Spoiler](#) (click to show/hide)





While the trick itself might’ve been a bit underwhelming it had a strange effect on the voices, they all went quiet immediately as if they had simply disappeared. They returned eventually but the whole event was very unusual. While I wasn’t completely sold on the trick with the stick I later witnessed a true miracle as one of the patriarchs returned a fallen bird back to life. I also got a bit more insight in the organization as a whole. Apparently the organization is led by five patriarchs, the three that I’d already met as well as one from Celedome and one from Sliverslaa. Their purpose seemed to be to act as sort of a countermeasure to the work of lost souls delving into the dark arts of necromancy; while my experience with those beings was very limited some of the voices seemed to be quite familiar with the phenomena.

Another year passed this way when the council suddenly arrived with a strange request. Most peculiar indeed... The council had not needed my services for a few months and now they asked me to join the order on a long journey to Blackheart grounds, a dark forest where no one ever went. Why that is no one really knows but people have speculated that it’s related to the towering spire which outline can be distinguished as the sun shines from behind it. The message also noted that I was need for the journey due to my familiarity with the dark arts and that I could prove most useful. Of course I could decline, there was no inclination that I would be forced to oblige however a mission like that was widely considered a great honor. When I spoke to Nimzy about she had no useful input to give me, just to follow my gut feeling.

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2014, 08:40:45 pm**

---

A dark forest, huh? There must be a lot of dry trees in there.

On the other hand, that spire probably has a necromancer or demon in it. We probably can't deal with the undead with the gauntlet(It drains life force, after all. Undead lack that particular substance.) and if the (little sister)sun priests deal with undead, we won't be able to deal with Nerin. Even if the gauntlet works on demons, we're probably screwed. Those buggers are fast, and that'll probably be the same within mittenspace.

Then again, declining won't win us favors, and the pretend sun will probably rat us out to the other priests if their compatriots happen to have an unfortunate accident during their journey. I wonder if that ball of hot air would notice if we had to decline because we accidently lit our legs on fire during a nighttime smoke, and became too injured to join them. (Although this could backfire, with them waiting out or curing our injury, or us burning to death.)

Also note that the elves believe that all magic has drawbacks, and their magic's drawback has yet to be seen.

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Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 10, 2014, 08:48:57 pm**

---

Glad you're back.

I think it's worth considering. Depends on how well guarded and funded the expedition is. Are we talking about just us and a few people in robes or will there be guards / military accompanying us?

Yeah, I don't want to put ourselves at risk but I wouldn't mind putting some others at risk if it means we get to check things out.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **javierpwn** on **March 10, 2014, 08:56:46 pm**

Wow this has exploded since I stopped reading it....  
Nice work man! Especially on the art style upgrade!  
[Quote from: AfellowDwarf on March 10, 2014, 08:40:45 pm](#)

Also note that the elves believe that all magic has drawbacks, and their magic's drawback has yet to be seen.

The Elf who used the Magic Glowing Stick seems to be the most thin, and bony Elf we've ever seen, with little muscle tone and many wrinkles.  
He must either be VERY old, or his light magic draws from his life force; which makes a bit of sese if they made a bird come back to life.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 10, 2014, 09:09:57 pm**

It still doesn't really fit the sacrifice-reward curve all that well. Full blown resurrection is a very powerfull tool, and they can afford using it just to show off.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 10, 2014, 10:09:56 pm**

Perhaps a little birdy doesn't take that much to revive, and they are Elves, after all. The nice ones have that whole "compassionate for all living things" going.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 10, 2014, 10:27:31 pm**

Keep in mind, if they were that powerful with it, they probably wouldn't have a declining population.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **March 11, 2014, 01:45:09 am**

I think we need a good lay before we leave!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 11, 2014, 02:16:28 am**

Oh crab, I just noticed the cabbage elf XD

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 11, 2014, 07:17:34 am**

[Quote from: gman8181 on March 10, 2014, 10:27:31 pm](#)

Keep in mind, if they were that powerful with it, they probably wouldn't have a declining population.

They can't exactly bring these old guys to the battlefield, in range of ranged weaponry, can they? Carrying corpses all the way back is also rather troublesome.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 11, 2014, 08:56:09 am**

Perhaps he has to give from his own lifespan. Resurrecting a bird for a year or two is small change for an old elf. Resurrecting a young elven warrior is suicide.

And don't underestimate the gauntlet, it may have other uses, and undead are animated by unnatural energies that the gauntlet could drain like it does with life force. Also, does the charming Nimzy see us as something more than just a friend? Because she's smoking hot. Will she come with us?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 11, 2014, 11:38:51 am**

[Quote from: AfellowDwarf on March 10, 2014, 08:40:45 pm](#)

Also note that the elves believe that all magic has drawbacks, and their magic's drawback has yet to be seen.

Nerin would at this point know that the elves don't consider magic usage as their own doing but as the intervention of God. :)

[Quote from: gman8181 on March 10, 2014, 08:48:57 pm](#)

Glad you're back.

Never left, just took a long time to write it up :P  
[Quote from: gman8181 on March 10, 2014, 08:48:57 pm](#)

I think it's worth considering. Depends on how well guarded and funded the expedition is. Are we talking about just us and a few people in robes or will there be guards / military accompanying us?

An expedition like this would probably consist of a handful of priests or experts and Nerin would not be expected to fight.

[Quote from: javierpwn on March 10, 2014, 08:56:46 pm](#)

Wow this has exploded since I stopped reading it....  
Nice work man! Especially on the art style upgrade!

Thanks, glad you find it enjoyable :D

[Quote from: javierpwn on March 10, 2014, 08:56:46 pm](#)

The Elf who used the Magic Glowing Stick seems to be the most thin, and bony Elf we've ever seen, with little muscle tone and many wrinkles.  
He must either be VERY old, or his light magic draws from his life force; which makes a bit of sese if they made a bird come back to life.

The guy in the picture and the guy with the bird was not the same one, my bad tho for not clarifying it properly :P  
[Quote from: HugoLuman on March 11, 2014, 02:16:28 am](#)

Oh crab, I just noticed the cabbage elf XD

It's subtle huh? ;)



[Quote from: crazedjesster on March 11, 2014, 01:45:09 am](#)  
I think we need a good lay before we leave!!

Elves aren't remotly as frivolous as dwarves :-\

[Quote from: Tirion on March 11, 2014, 08:56:09 am](#)  
Also, does the charming Nimzy see us as something more than just a friend? Because she's smoking hot. Will she come with us?

Her family wouldn't allow her to leave even if she wanted to, it would require some fairly elaborate scheming to sneak her out :(

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 11, 2014, 11:41:02 am**

I know the kind of elaborate scheming that would wind up going on, and do not wish for her to be subjected to it. That poor nurse...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 11, 2014, 11:43:47 am**

[Quote from: HugoLuman on March 11, 2014, 11:41:02 am](#)  
I know the kind of elaborate scheming that would wind up going on, and do not wish for her to be subjected to it. That poor nurse...

Naw, we don't need to do that. Just taunt the goblins into going full blown siege on the elves, smoke their oak, take that as a sign that goblins are in the city and evacuate her.

Edit: Maybe if we kept her drunk all the time, she wouldn't be aware of what we'd be doing?

Edit2: I suppose that Grandpa would notice and dissaprove if we were to kill all her family and friends in secret.

Edit3: Maybe if we snuck a really, **really** terrible STD into her undies, as to deter any possible suitors? We'd become the consolation prize.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **javierpwn** on **March 11, 2014, 01:13:23 pm**

We could woo her family, gaining their trust, and earning her hand.  
That or elaborate the poisoning of her nearest male family members and suitors.

Either works.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 11, 2014, 01:16:09 pm**

[Quote from: AfellowDwarf on March 11, 2014, 11:43:47 am](#)  
[Quote from: HugoLuman on March 11, 2014, 11:41:02 am](#)  
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Edit3: Maybe if we snuck a really, **really** terrible STD into her undies, as to deter any possible suitors? We'd become the consolation prize.

This is the reason why thread after thread keep forbidding you from making fanart ୭\_୭

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 11, 2014, 01:18:06 pm**

To clarify, when I said she would be unaware of our actions, I ment fire and murder.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 11, 2014, 03:50:04 pm**

Don't screw this up, guys. She considers Nerin at least a friend, perhaps more. She has known us for months and still voluntarily spends time with us, time that Nerin enjoys. She can't come to the expedition, so what? We will return. Or we won't. Perhaps she will say "goodbye, please come back alive" in a very pleasant manner :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 11, 2014, 04:25:44 pm**

[Quote from: AfellowDwarf on March 11, 2014, 11:43:47 am](#)  
Naw, we don't need to do that. Just taunt the goblins into going full blown siege on the elves, smoke their oak

Let's not make any attempts to destroy the city before we're done gaining every advantage we can from it... We literally just got to a point where we're reaping some significant rewards. So let's get what we can while we can. Suck the city dry so to speak, until there's nothing left worth hanging around for.

After that... well sure.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 11, 2014, 04:28:30 pm**

[Quote from: gman8181 on March 11, 2014, 04:25:44 pm](#)  
[Quote from: AfellowDwarf on March 11, 2014, 11:43:47 am](#)  
Naw, we don't need to do that. Just taunt the goblins into going full blown siege on the elves, smoke their oak

Let's not make any attempts to destroy the city before we're done gaining every advantage we can from it... We literally just got to a point where we're reaping some significant rewards. So let's get what we can while we can. Suck the city dry so to speak, until there's nothing left worth hanging around for.

After that... well sure.

Speaking of access to rescources, if you wanna bring something in particular right now would be your chance to pick it up. Speaking of that...someone remember where the last bag update was?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 11, 2014, 07:07:05 pm**

[Quote from: slowpokez on August 26, 2013, 05:01:28 pm](#)  
-Bag-  
[Spoiler](#) (click to show/hide)

Map of Blackgate  
The scarf  
My traveling coat and an empty pipe.  
A diorite earring  
A goblin axe  
Extortusshis  
A pair of glasses  
A "sidecape"  
A copper key  
An small unlabeled bottle

New shirt  
An old fishing rod.  
Less ratweed  
A cap

2 Dimple cups and 3 Sweet pods  
More wierd plants

A marble marble  
A small chisel  
2 missmatching buttons  
An empty waterskin  
A dagger  
Leather armor

A clump of wax  
3 books  
Rotten meat+ lice  
15 urists of clothrope  
~~A dirty goat with a mild cough.~~ Wilfred  
34 coins

Last one I could find.  
Can we assume Nerin sold/got rid of/ate all the useless crap during the timeskip?

- For the adventure we should bring
- the gauntlet (Keep this hidden)
  - the axe
  - the small unlabeled bottle
  - dagger
  - leather armour
  - our old scarf
  - clothes
  - backpack
  - several days worth of booze, food, and water
  - pipe and pipeweed
  - rope
  - lantern
  - medical supplies
  - duct tape
  - Wilfred

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 11, 2014, 07:15:49 pm**

We could take the fever curing moss with us, if it hasn't gone bad already. The wax as well, if we kept it. It's light enough and might come in handy.

As for some new things:  
A shovel, a paddle, a spoon and a couple of tiny sealable cups, all to deal with strange matter we might encounter. Thick gloves and boots and couple of straps to tighten our clothing with if neccecairy. Maybe a backpack to make things easier to carry?

Perhaps we should get a wooden neckpiece? Between the moon's death(let's not mention that one to the elves) and the gauntlet, it seems that the throat holds power as far as dark arts are concerned. We might as well grab a mirror while we're at it, who knows.

Edit:  
Should we make sure we have a vermin eater on board?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 12, 2014, 10:02:19 pm**

Suggestions sound pretty good. Can't think of much additional to add. Maybe some books to improve our reading skills some more during free time.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 13, 2014, 02:04:14 am**

Bagpipes, that we have no idea how to play. But we will play them anyway.

Edit:  
And we should probably get that unlabled bottle identified before we leave.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 13, 2014, 08:33:46 am**

We are already quite accomplished at scholarly pursuits in the library, we should add some field experience. Then compose a theme song for Nerin, to the tune of Gilbert & Sullivan- <https://www.youtube.com/watch?v=bj0iJtgHOCI>

I'm the very model of a scientist ~~salarian~~ dwarf...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 13, 2014, 09:19:25 am**

Quote from: NAV on March 13, 2014, 02:04:14 am

Edit:  
And we should probably get that unlabled bottle identified before we leave.

If it turns out to be something bad, like a poison or something, how do we intend to keep it?

Also, we should probably get a pair of goggles.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Necrisha** on **March 13, 2014, 01:32:06 pm**

Quote from: Tirion on March 13, 2014, 08:33:46 am  
We are already quite accomplished at scholarly pursuits in the library, we should add some field experience. Then compose a theme song for Nerin, to the tune of Gilbert & Sullivan- <https://www.youtube.com/watch?v=bj0iJtgHOCI>  
I'm the very model of a scientist ~~salarian~~ dwarf...

... Why use mass effects version instead of the original, by which might become far more accurate?  
<http://www.youtube.com/watch?v=zSGWoXDFM64>

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 13, 2014, 02:13:58 pm**

Oh, and if the contents of the bottle prove unidentifiable, we can always label it 'black liquid'.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 13, 2014, 06:01:00 pm**

Quote from: AfellowDwarf on March 13, 2014, 02:13:58 pm  
Oh, and if the contents of the bottle prove unidentifiable, we can always label it 'black liquid'.

Or ask the scarily competent librarians to help identify it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 13, 2014, 07:12:58 pm**

Quote from: Tirion on March 13, 2014, 06:01:00 pm  
Quote from: AfellowDwarf on March 13, 2014, 02:13:58 pm  
Oh, and if the contents of the bottle prove unidentifiable, we can always label it 'black liquid'.  
Or ask the scarily competent librarians to help identify it.  
Digestive poison, slow to take effect (days), easily traceable during an autopsy though. Pretty lethal however.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **javierpwn** on **March 13, 2014, 07:49:05 pm**

Good for poisoning some cabbages ;D  
Seems useless right now. Everyone will suspect the new Dwarven Politician who just came into power.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **March 13, 2014, 09:56:25 pm**

We should go, it will set a precedent of us leaving the city and maybe we can use this to actually forge some trading connections, I meant for us to have Elves dig for rocks under our command, underground Serate, or buy rocks from dwarves in exchange for large quantities of wood from the elves, not food...  
Did one of those back-stories stories was mine? also didn't see AFD's, that one must be funny as hell! Maybe we can finally discover when it all went wrong! ha ha ha :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 13, 2014, 10:42:58 pm**

Where did we get the poison again?  
Same place we got the gauntlet. From Tenebrosus.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 14, 2014, 08:41:36 am**

Quote from: NAV on March 14, 2014, 01:33:19 am  
Quote from: HugoLuman on March 13, 2014, 10:42:58 pm  
Where did we get the poison again?  
Same place we got the gauntlet. From Tenebrosus.

I thought we looted it from the goblins.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 14, 2014, 09:09:14 am**

Quote from: Kaos on March 13, 2014, 09:56:25 pm  
also didn't see AFD's, that one must be funny as hell! Maybe we can finally discover when it all went wrong! ha ha ha :D  
His was put up a while back before any of ours.  
I'd link it but I'm not actually on a computer right now and it's too much effort on these darn mobile devices that are too small for my hands.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 14, 2014, 10:55:49 am**

Quote from: Kaos on March 13, 2014, 09:56:25 pm  
We should go, it will set a precedent of us leaving the city and maybe we can use this to actually forge some trading connections, I meant for us to have Elves dig for rocks under our command, underground Serate, or buy rocks from dwarves in exchange for large quantities of wood from the elves, not food...  
Did one of those back-stories stories was mine? also didn't see AFD's, that one must be funny as hell! Maybe we can finally discover when it all went wrong! ha ha ha :D  
Dum=Chaos≈Kaos, and well you didnt really get a chance to impact the story but I hope it's fine. You know- kinda eager to fight people and with a more aggressive disposition towards elves etc... :D

Also ADF's thingie was somewhere 'round chapter 60



Quote from: slowpokez on March 14, 2014, 10:55:49 am

Also ADF's thingie was somewhere 'round chapter 60

You mean this?

Quote from: slowpokez on November 24, 2013, 11:10:37 am

Spoiler (click to show/hide)  
Gili was a seemingly ordinary dwarf, I guess he was bit of a loner and had some nervous twitches but then again what else can you expect from constantly drunken people living underground. To say that he was disliked would be going a bit too far but his constant paranoia bothered those around him, how can you trust someone whom always stares over his shoulder as if the gods were hunting him.



Well beneath this collected surface hid some kind of twisted being, captivated by committing the most foul deeds imaginable. Foremost I guess he was a pyromaniac, but there was no crime too cruel for Gili to commit; all while he walked amongst the other dwarves as their peer.



But the day came when he was found out, he was beaten and abolished from society. This was thought to be the end of his streak of wrongdoing, oh how they wished they had finished him on that day.



But he returned worse than ever, this time without his guise of ordinariness but completely consumed by his insanity. Wearing a blue dress and a crooked smile he set out to continue his sick ways. They tried to stop him but his insane unpredictability made him uncatchable, his maneuvers too irresponsible to foresee, his escapes too extravagant to actually believe, his mind too sick to understand.



Noone was safe from his crazed ways...



Men as women it meant nothing to him...no one was spared...

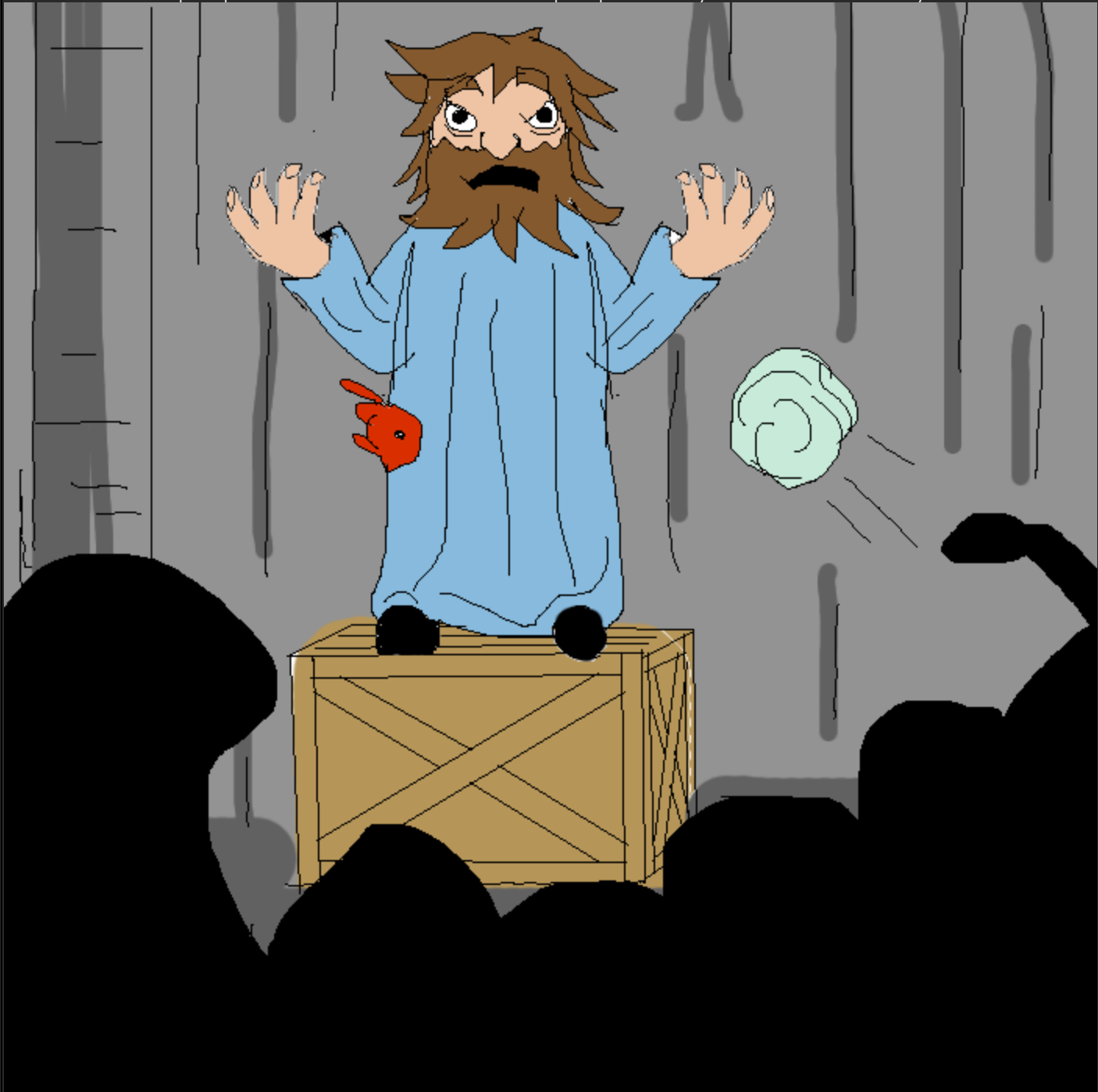


Not even the animals...





His insanity had gone so far that Gili began losing his grip of reality, not before long he believed that he was in fact a deity. He began preaching his ways in the halls, suicide most would call it but perhaps Gili had faith in his own illusiveness or perhaps he actually believed in his own divinity...



But due to a mistake in Capitol's administration Gili's wicked ideals were confused with another diety, before anyone had realised their mistake it was too late...



Suddenly Gili was no longer an outcast but a figure of worship...



But no matter how much things had changed, Gili couldn't put his dark past behind him. His fascination with fire never died nor did his pyromaniac ways...



Everythings slowly fades into a sea of flames....  
^(skippable)^

[Spoiler](#) (click to show/hide)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 14, 2014, 02:59:06 pm**

That's the one. If anyone forgot, I was named 'Gili Stonehelm' by a dwarf name generator.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 15, 2014, 09:08:49 pm**



The voices decide that we should accept the invitation, what the basis of this decision was remained unclear. Perhaps they had grown wary of the slow and monotonous life of an elven noble, maybe their interest in the dark arts drove them to this conclusion or there's the possibility that they simply had grown sick of the elven ways. I packed my bags and bid my farewells but to be honest I was a bit hesitant to go, flashbacks of my travels from two years ago made my feet heavy and the thought of leaving the comfort of home was daunting to say the least. But as time passed I had learn how futile it was to defy the wishes of the voices...

- Bag-
- [Spoiler](#) (click to show/hide)
- The scarf
- A goblin axe
- Extortusshis
- A "sidecape"
- A copper key
- An small unlabeled bottle
- New shirt
- An old fishing rod.
- A dagger
- Leather armor
- A clump of wax
- 15 urists of pigtail-rope
- 4 coins
- New pipe
- Booze
- Filled waterskin (with water)
- Emergency provisions
- Some pipeweed
- Rope-reed-rope
- A lantern
- Some Bandage + moss
- A shovel
- a paddle
- a spoon
- a couple of tiny sealable cups
- gloves
- boots
- straps

Last off I left Wilfred with Amathspar since he'd grown so accustomed to the city life that I doubt he could handle another trip across the realm, he's such a shitty goat... Nimzy seemed jealous of my upcoming journey, can't say that I sympathize with her, but due to her family related obligations she was not allowed. I can't say that the Heasinddare standards are unreasonable though concerning all the ongoing slaughter out in the realm, to not speak of all the common dangers that come of the adventurer's road. Especially now that the frequency of the battles has seemed to be steadily increasing in frequency over the last few years and the growing tension between the races. Last I had heard the dwarves of Musheath had begun carving a great path in to the northern woods, cutting down immense amounts of forest to delve further and further in to the elven sanctuary. The order had put up great efforts to hinder their continuous aggression and regrow the fallen trees however to no avail. I felt strangely saddened by this, undwarvenly so... [Spoiler](#) (click to show/hide)



Well, at my departure I received a kiss as well as blessing from Nimzy while Amathspar sung a parting song as tears spewed. As I met up at the disclosed location I was met by a grim looking group of elves that only acknowledged my presence with a few quick nods. I managed to identify them with the help of earlier acquired information as well as some short introductions on their part. Our party seemed to consist of a higher ranking priest with some apparent magical knowledge, one possibly female initiate with knowledge on necromancy, a rough looking tracker, me and tall elf that probably served as the Courtlounge's, as in me, bodyguard. Whether he was there for my protection or to guard the gauntlet was unclear, the gauntlet which is still considered the order's property. We set out in silence and it seemed to remain that way, I may not be the greatest speaker but these other fellows made no effort what so ever to even attempt a conversation. I had not even been briefed on the details of the mission. Apparently I'd get further instructions if my expertise was somehow needed along the way. But I can't complain as compared to my previous trip the other way this was a bloody picnic; we had provisions, sleeping bags and even fckn pipe weed! As we went on the voices told me more of their encounters with these supposed users of dark arts. I was horrified of the kind of beings they described, dark beings that brought undeath and disease. Old



friends returning from their graves to kill you and how insanity festered amongst the survivors like a common flue. The worst part was all this foulness seemed to have a common focus-point around the fabled spire of Blackheart grounds. Whatever resides within the everlasting dusk of those woods hasn't been witnessed by the eyes of a mortal for an unfathomable amount of time and I can't say that I'm eager to be the first...

Jim on the other hand was completely lost in his almost religious devotion to the idea of necromancy, still claiming to never have met one but I suspect that there might be something shady going on...

The trip might've just taken a good 2 weeks or so if we'd taken a straight path but due to the political instability across the realm we were forced to take a grand detour past the shrouded twins and then around the seedy town of Jaywaxt to avoid venturing too far in to dwarven territory. For the most part we didn't use any major roads and followed unkempt animal paths throughout dense vegetation which slowed us down even further. Luckily most trouble was avoided due to the keen senses of our tracker or a hint of magic from the priest.

[Spoiler](#) (click to show/hide)

Computer crashed 🤖

only the priest remained...



Still when we reached our campsite and midway point at Lake Fortgast an entire month had already passed, here we had a chance to rest for a while and restock on supplies. I had already grown tired of the road and even though it was the voices idea to start off with they were beginning to question their choice due to a lack of action.

Here I got to know the other members of our group a little better, a little. Eirer'Norrezea the priest seemed quite arrogant and took little note to the rest of us. While I was impressed by his skill and elegance I couldn't get over his nonchalant nature and ended up despising him with a burning passion. Cael-ta'Alealyth the ranger was perhaps the most outspoken out of the lot of us and while he would perhaps have made a decent traveling companion he seemed to share the same hatred for dwarves as the military. It wouldn't be too unlikely that he'd have a history there. My body guard didn't say much but kept a steady eye on me and only responded with short bursts of words when spoken to. The spear he carried looked strange, too long to be useful in uncouncted combat I'd say, but then again I'm still counting by dwarven standards. The other initiate never gave me her name but I managed to figure out her gender due to conversations between her and Eirer. She seemed to share a great hatred for everyone and everything but the priest which she contrastingly adored beyond all measure. Furthermore she carried a rucksack filled with what appeared to be an entire bookshelf worth of literature, how she managed to cram it all in there's a mystery and why she decided to carry all the excess weight on such a long journey another.

Well I finally managed to get some free time as the other four slept. What's the next course of action? Just go to sleep and get back on the road as fast as possible? Wake someone up and attempt to do some socializing? Explore the area?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **square** on **March 15, 2014, 11:24:22 pm**

Rifle through their belongings for things of interest and/or value.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 15, 2014, 11:27:04 pm**

Sing them dwarven lullabies. Even though dwarven lullabies require the clanging of hammer on anvil, we can make do with rocks.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **March 16, 2014, 12:36:02 am**

Explore the area and practice our dwarven Parkour. Maybe we should get a "better" look at the female elf?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 16, 2014, 12:55:06 am**

Quote from: crazediesster on March 16, 2014, 12:36:02 am

Explore the area and practice our dwarven Parkour. Maybe we should get a "better" look at the female elf?

I predict this:



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 16, 2014, 02:01:27 am**

See if there are any papers with information on the mission? I don't like how in the dark we're kept. Other than that, go to bed. I have no interest in interacting with them at the moment.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 16, 2014, 05:45:29 am**

That means we have first watch? Alone? Better keep an eye out.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 16, 2014, 06:29:09 am**

Let's cut off strands of hair of our campmates. We can smoke these. If any of them taste weird, we know something is off with that particular elf.

Of course, if one of them gives off an unusually colored flame, we should know better than to inhale it.

Edit: Is 'aight' a typo on alight?

Edit2: If one of them wakes up, tell them that we knew they only pretended to be asleep because they're a vampire.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 16, 2014, 06:39:54 am**

Quote from: AfellowDwarf on March 16, 2014, 06:29:09 am

Let's cut off strands of hair of our campmates. We can smoke these. If any of them taste weird, we know something is off with that particular elf.

Of course, if one of them gives off an unusually colored flame, we should know better than to inhale it.

Edit: Is 'aight' a typo on alight?

A bastardization of all right :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 16, 2014, 08:22:46 am**

Wake up the girl and ask her about herself and our expedition. I think we need to know some things.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 16, 2014, 04:43:58 pm**

Ooh, we could wait untill one of them finished their watch and goes to sleep, then lie next to them. As they wake up, claim to have had a wild night with them. Once the realization that we're lying kicks in, tell them we were drowsy while we said that, and that the intercourse we claimed to have had must've been a dream.

Edit: I suggest we don't do this to the bodyguard. It's better not to anger someone with a spear.

Edit2: Let's draw four arrows in the dirt towards the camp our using our feet, as to intill our campmates with paranoia.

V

Like so: ->C<-  
          ^

Edit3:

Next camp, we'll make that eight arrows. On the camp three, we'll put eleven ones down, in random directions. Camp four'll have us put down a single arrow, towards whoever we turn out to like the least.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 16, 2014, 05:27:15 pm**

Can we wait on antagonizing these people until after we don't need them anymore? I don't want to damage our chances of actually gaining something useful out of this. Afterwards we can act like a maniac :P.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 16, 2014, 05:38:07 pm**

They wouldn't know it was us drawing those arrows. It'd just keep them on edge.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 16, 2014, 07:04:59 pm**

Out of all the suggestions you made, that was probably the one I was referring to the least ???.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 16, 2014, 08:50:22 pm**

Quote from: gman8181 on March 16, 2014, 05:27:15 pm

Can we wait on antagonizing these people until after we don't need them anymore? I don't want to damage our chances of actually gaining something useful out of this. Afterwards we can act like a maniac :P.

+1 to this, though not the maniac bit.

I guess I'm going to be the designated nice one and try to counteract some of our more violent, self-destructive impulses.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **javierpwn** on **March 16, 2014, 09:08:45 pm**

We should socialize with one of them. Improve our standing with the priests, who seem to hate us; improve their thoughts of us, suck up to them if we have to(*not the way you're thinking about AFD*)  
Then we could use their political power to establish a better political foothold back in town, and forward our own political aganeda, with control over the Elven stone economy.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 17, 2014, 10:10:26 am**

But where would we get the leaches?

Edit: Hmm.. I wonder if a net would work. We could craft one out of elf hair.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 18, 2014, 04:34:30 pm**

Quote from: javierpwn on March 16, 2014, 09:08:45 pm

We should socialize with one of them. Improve our standing with the priests, who seem to hate us; improve their thoughts of us, suck up to them if we have to(*not the way you're thinking about AFD*)  
Then we could use their political power to establish a better political foothold back in town, and forward our own political aganeda, with control over the Elven stone economy.

Agreed, but I think we should socialize with the female. Because she's the most mysterious of them all. Not because I'd fuck her. Honest. [Makes a roll for Tirion's Liar skill]

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 18, 2014, 05:05:35 pm**

Quote from: Tirion on March 18, 2014, 04:34:30 pm

Quote from: javierpwn on March 16, 2014, 09:08:45 pm

We should socialize with one of them. Improve our standing with the priests, who seem to hate us; improve their thoughts of us, suck up to them if we have to(*not the way you're thinking about AFD*)  
Then we could use their political power to establish a better political foothold back in town, and forward our own political aganeda, with control over the Elven stone economy.

Agreed, but I think we should socialize with the female. Because she's the most mysterious of them all. Not because I'd fuck her. Honest. [Makes a roll for Tirion's Liar skill]

critical failure....(I actually rolled it)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 18, 2014, 06:03:53 pm**

As the others slept I got a chance to roam around as I wanted, some of the voices wanted me to stay at the camp and attempt to make friends but I decided against it since I didn’t want to wake them up. Perhaps I could’ve gotten some information on the mission but then again I was not too keen of socializing with any of these snarky bastards. Instead I went on a stroll around the area, scouting out the environment around the lake. Even though it was late the sky was clear and the moon almost full which allowed me to see very well. But even considering this I noticed that our camp was very well camouflaged and could only be spotted from the lakeside which seemed unreachable without a boat, adding on the fact that there was no campfire or raised voices we were practically untraceable.

I began my search by exploring the lake which looked almost surreal with the moonlight reflecting off the surface like a silvery web across the ripples. I tried to view out across the lake to the other side but the water was too bright and the shores too shady. The lake itself looked serene at first but at closer look it was bursting with life, shoals of tiny bottom feeders frolicking around the reeds, glimmering dragonflies hovering above lily pads and the majestic yet frightening outline of carps deep beneath the surface. I was tempted to bring out my fishing rod and give it a go but I wouldn’t want the elves to catch on to what I doing...but two years was living off bread and vegetables made it seem excruciatingly tempting. I continued my round while still thinking about the lake’s delicious secrets but, perhaps I’ll give it a go later? Hmm...

In the opposite direction there was dense forest, while the trees were comparatively sparse the other vegetation was quite the opposite and created what at first glance appeared to be a solid wall of shrubbery. After a while though I managed to find my way through and began exploring. My meager height helped me out greatly when it came to navigating around the area as I could with little effort duck beneath any low hanging branches. I finally found a more open area once I reached a small creek weaving its way through the forest. This was a true stroke of luck since now it’d be impossible to get lost as I could just follow it back to the lake which it presumably flowed in to. While my trip did not live up to the expectations of the voices concerning adventures I had a felt ecstatic after finding a colony of mushrooms, I managed to identify both eatable and poisonous ones. A happy surprise especially due to the fact that mushrooms wasn’t too common on the elven menu. As I munched down on some delicious fungi the voices also suggested I’d grab a hold of some poisonous ones as well, to which I complied hesitantly making sure I didn’t mix up my stashes. High in spirit I continued onwards for quite a while finding little of interest but contently enjoying the nature around me. Just as I was about to turn back I found some strange tracks on the ground, it was really hard to tell in the dark but even after a closer inspection I was unable to discern their origin.

Spoiler (click to show/hide)



Just as I'm about to follow them into unknown territory I hear movement not too far away. I panic and drop to the ground. I cover my mouth and lie completely still....listening, listening intently. The sound of splashing...hmm...but the lake's too far away... I remain still for another urist before I begin crawling towards the source... As I get closer the sound gets more distinguishable and suddenly accompanied by what could be a canal or a waterfall. Between the leaves of my concealment I spot an outcropping cliff with a waterfall flowing over the side. As I silently brush away a few branches I get a look of a small pond at the base of the fall where a lady is currently bathing.

[Spoiler](#) (click to show/hide)



I realize that perhaps I should notify the others...she could be an enemy. And even though I had been walking for quite a while we were still relatively close to the camp if one would count out the rough terrain. The voices weren't as conclusive and decided that we shouldn't make any rash decisions. While the voices were planning out our next move I found myself disgusted by the foamy stuff...the...the soap. Seemed terribly unnatural and as we all know soap belongs in a hospital and should only be used in extreme emergencies. And even then it's questionable. But I was awoken from my pondering upon the subject of soap as the voices spotted something in the distance, a good 30 urists from the pond. (Undeliberate pond puns are the best puns). It appeared to be a small collection of bags and clothes and other



miscellaneous items, probably belonging to the nearby woman. The obvious idea of robbing the shit out of this poor unknowing lady was naturally suggested in our ongoing internal discussion, while I was to no extent encouraging behavior I was on the other hand fairly positive about going through her belongings to finds something that might indicate her intents or identity. But I kept waiting in hiding for the voices to reach a conclusion. While robbing her might not have any repercussions I was not too keen on the idea from a moral stand point, meanwhile it would still be a no risk potential reward option. To interact with her would be detrimental if the elves somehow caught wind of it as this mission had thus far been executed as a covert undertaking, still the keyword is if. There is also the more sensible option to leave her alone and either notify the party or to keep on exploring.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 18, 2014, 06:10:59 pm**

Look at her stuff for clues, but don't take anything. We don't know who we're dealing with here.

Then perhaps we ought to look at those tracks. I can't tell from the picture. Could be hers, could be someone or something else.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 18, 2014, 06:40:13 pm**

Go fish in the pond.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 18, 2014, 09:32:37 pm**

Yeah, smoke pipe, waggle eyebrows at the bathing girl, and fish in the pond. If any elf asks, we're doing catch and release.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 18, 2014, 09:47:18 pm**

I may be paranoid... I may be very paranoid... but doesn't anyone find this kind of weird? We should check her stuff and then go back to camp and report what we saw.

Alternatively, I'd be cool with knocking her out and dragging her back to camp for interrogation but this still feels like an odd situation to me.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 19, 2014, 02:58:04 am**

Quote from: gman8181 on March 18, 2014, 09:47:18 pm  
I may be paranoid... I may be very paranoid... but doesn't anyone find this kind of weird? We should check her stuff and then go back to camp and report what we saw.  
Alternatively, I'd be cool with knocking her out and dragging her back to camp for interrogation but this still feels like an odd situation to me.

Definitely wierd, I agree. While her shapely backside definitely gives me a raging boner, and reminds me how long it was since we had any, the fact that we don't see her face and her feet, coupled with how we've seen strange monster tracks nearby, screams "it's a TRAP!" even to me. While we sneak to her stuff we should try to steal a glance at her face and feet if she lifts those out of the water for some reason, as she's either the monster who left the tracks or some idiotic girl with no sense of survival who comes to bathe, alone in the middle of the night, with monsters roaming nearby. In either case the monster could follow *our* tracks back to our sleeping defenseless companions. Whick would be bad.

- Though she does have a shapely backside... -
- Dammit Nerin, I didn't live to a ripe old age because I was so easily distracted by things like this!
- As I remember you died quite young.
- Like I said, I **didn't** live to a ripe old age **because** I was so easily distracted by things like this!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 19, 2014, 03:22:56 am**

We really don't know who (or what) we're dealing with. There are any number of things that could go wrong if we make ourselves seen. She could be a hostile, or a monster. She might be from a nearby village or encampment and raise an alarm. And taking her stuff would likely draw her attention. Let's look through it, so we get some clues, but not take it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 03:45:42 am**

Well, there are three kinds of people who would bathe alone at night. Those who are foolish enough to take the risk, those who are powerfull enough to survive most trouble they could get into and those who aren't actually alone.

We could also axe/stab her head and take her stuff.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 19, 2014, 03:49:12 am**

- Aside from the moral argument against that, you should consider:
- 1) As you say, she may not be alone.
  - 2) She might overpower us, as most things seem to
  - 3) It might be a trap anyway

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 10:02:20 am**

Still, if we're going to bail, what's to say that the party'll leave this creature alone, or vice versa? We might need to make up something more threatening then a naked human in a pond.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 19, 2014, 10:45:48 am**

Actually I definitely don't want to approach her. Even the stuff lying nearby could be a trap...

Maybe throw a rock at her and see what happens...

Well maybe not... we need to keep in mind that we're in a dangerous area to begin with and that Nerin never actually learned to fight.



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 11:07:14 am**

Oh! We can light up the nearby trees as a distraction(far enough to not alert whatever is in front of us immediately). The impending forest fire will be sure to scare our elven comrades away.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 19, 2014, 11:24:30 am**

Haha I almost suggested that before but then I realized it could have severe negative repercussions.

I got it! Use the rope we have to make one of those tree snare traps right next to the person's belongings. When they come to get their stuff, they get hoisted up into a tree and dangle there until someone rescues them.

If someone goes to help them, we know they aren't alone. If no one helps them, we can interrogate. Either way we'll find out if it's a monster.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 12:07:46 pm**

That's a neat plan, if Nerin's able. Still, it'd leave Slowpokez in kind of a bind, artwise.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **March 19, 2014, 12:31:10 pm**

Quote from: AfellowDwarf on March 19, 2014, 12:07:46 pm  
That's a neat plan, if Nerin's able. Still, it'd leave Slowpokez in kind of a bind, artwise.  
I'm sure I'll manage and as long as it's not a part of the main story most things are left up to a roll meaning that there's always a chance that Nerin'd make the best frickin trap ever. :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 12:44:32 pm**

If we do interrogate her while she dangles, we should put away our robe. That way, she won't be able to tell others how we look or stain our robes with blood, depending on how it goes.  
  
Edit:  
Now that I think of it, if this human didn't leave the tracks, she might attract whatever left those tracks with her screaming.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 19, 2014, 01:11:00 pm**

Quote from: AfellowDwarf on March 19, 2014, 12:44:32 pm  
If we do interrogate her while she dangles, we should put away our robe. That way, she won't be able to tell others how we look or stain our robes with blood, depending on how it goes.  
  
Edit:  
Now that I think of it, if this human didn't leave the tracks, she might attract whatever left those tracks with her screaming.

She can't scream with her mouth full. 8)  
Though if she turns out to be a horrible night creature with a deceptively sexy backside, her mouth will be full with our flesh in a decidedly non-sexy way. Or a sexy way, if one finds transformation into a night creature mate sexy. On the one hand, doesn't matter had sex... on the other hand, the night creatures I heard about are firmly into the **NOPE!** territory. :o

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 19, 2014, 01:34:40 pm**

Night creatures tend to abduct their mates from settlements, probably having selected them in advance. If she were a night creature, she'd probably just butcher and eat us.  
  
With that said, I'd like to ammend my suggestion to poking her belongings with a stick before searching them.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 01:39:56 pm**

Quote from: Tirion on March 19, 2014, 01:11:00 pm  
She can't scream with her mouth full. 8)  
It'd take some very advanced machinery or high caliber acrobatics to put anything in her mouth while she's being pulled up a tree.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 19, 2014, 02:14:59 pm**

Quote from: AfellowDwarf on March 19, 2014, 01:39:56 pm  
Quote from: Tirion on March 19, 2014, 01:11:00 pm  
She can't scream with her mouth full. 8)  
It'd take some very advanced machinery or high caliber acrobatics to put anything in her mouth while she's being pulled up a tree.

Not if her head ends up at just the right height. ;D Though she could bite :o

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 19, 2014, 02:26:53 pm**

If you want her interrogated, the covert elves could probably do a better job. Some of them seems like spy types to me.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 03:40:11 pm**

Quote from: Tirion on March 19, 2014, 02:14:59 pm  
Not if her head ends up at just the right height. ;D Though she could bite :o

You think she'll stay silent during the process of being pulled up?

Edit:  
[Quote from: HugoLuman on March 19, 2014, 02:26:53 pm](#)

If you want her interrogated, the covert elves could probably do a better job. Some of them seems like spy types to me.

Do we want them to know we go around kidnapping people?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 19, 2014, 04:06:51 pm**

Well, if you're keen on an interrogation, the thing to do would be to tell them, and get them to do all the ambushing and kidnapping. I don't think we should capture her at all, but if you want to, that's the way to do it.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 19, 2014, 04:10:57 pm**

But then, the elves could decide to take a different course of action. Such as trying to have a friendly chat with the possible night creature, or just sleeping while she's around.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 19, 2014, 04:15:08 pm**

I dunno, a couple of these elves seem like real shady types.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **March 19, 2014, 09:55:37 pm**

We should be nude when we approach her!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 20, 2014, 07:33:09 am**

No way. We're not shaving!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 20, 2014, 11:09:43 am**

Let's clothe ourselves in nothing but a couple of large leaves instead.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **March 21, 2014, 06:38:08 am**

[Quote from: AfellowDwarf on March 20, 2014, 11:09:43 am](#)  
Let's clothe ourselves in nothing but a couple of large leaves instead.

+1 I can live with this!!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 21, 2014, 09:37:24 am**

We'll want an extra long leaf in front. For obvious reasons.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **March 21, 2014, 01:10:15 pm**

I'm gonna vote against that. Honestly, lusting after humans...

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 21, 2014, 01:35:44 pm**

Woah there, I said nothing about lusting. We'd just be intimidating her with our dwarfenly physique.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 21, 2014, 06:22:52 pm**

[Quote from: HugoLuman on March 21, 2014, 01:10:15 pm](#)  
I'm gonna vote against that. Honestly, lusting after humans...

I second that. Size difference is too big, she'd be too loose for us to be enjoyable. :P Or not. Who knows, I don't remember trying humans... well, not enough of them to draw conclusions.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **March 21, 2014, 06:31:00 pm**

Dwarves are shorter and broader than humans.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 22, 2014, 05:41:36 am**

[Quote from: NAV on March 21, 2014, 06:31:00 pm](#)  
Dwarves are shorter and broader than humans.

Not always. Have you ever tried cutting the legs off a fat one?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **crazedjesster** on **March 22, 2014, 07:12:24 am**

We must be naked clad in a leaf or two, even if going through her belongings.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **March 22, 2014, 11:59:25 am**

So you want to approach a potentially dangerous person clad only in leaves?

On the off chance that we have to make a quick escape, I'd rather not have Nerin run back to camp without any if his belongings just because it's slightly more... cough cough... intimidating... to approach our target wearing only the local plant life.

Don't get me wrong, it's an entertaining prospect but perhaps saved for a better time.

Ugh and now I feel like I'm saying this to all the funny suggestions but *cost vs benefit* guys. I want to actually make it to the tower and check that stuff out without something going horribly wrong before we even arrive.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 22, 2014, 04:56:39 pm**

Don't worry, you don't come off as a killjoy or anything. Joykiller..

Keep in mind that I don't expect most of my suggestions to be used. I don't mind it if they get dismissed as wastefull or suicidal, because that's exactly what they are.

On that note, we should light the large leaf on fire as to apear more threatening. Fire is dangerous, after all.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **March 29, 2014, 05:52:25 am**

So, looks like investigating her things won.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **March 29, 2014, 09:29:56 am**

Let's stack her belongings in alphabetical order.

Edit:  
Write this in the dirt next to it:

*Be more ordely or bad things will happen.*  
*Love, The Vengefull Spirit of the Woods.*

I guess we could just lie them down in alphabetical order as well, instead of going through the trouble of stacking. I suppose that'd make the ghost's intentions easier to read.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **April 01, 2014, 03:59:07 pm**

Slowpoke?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 07, 2014, 02:26:20 pm**

[Spoiler](#) (click to show/hide)



I drew fanart.

...  
Of myself.  
...  
..In your bedroom...

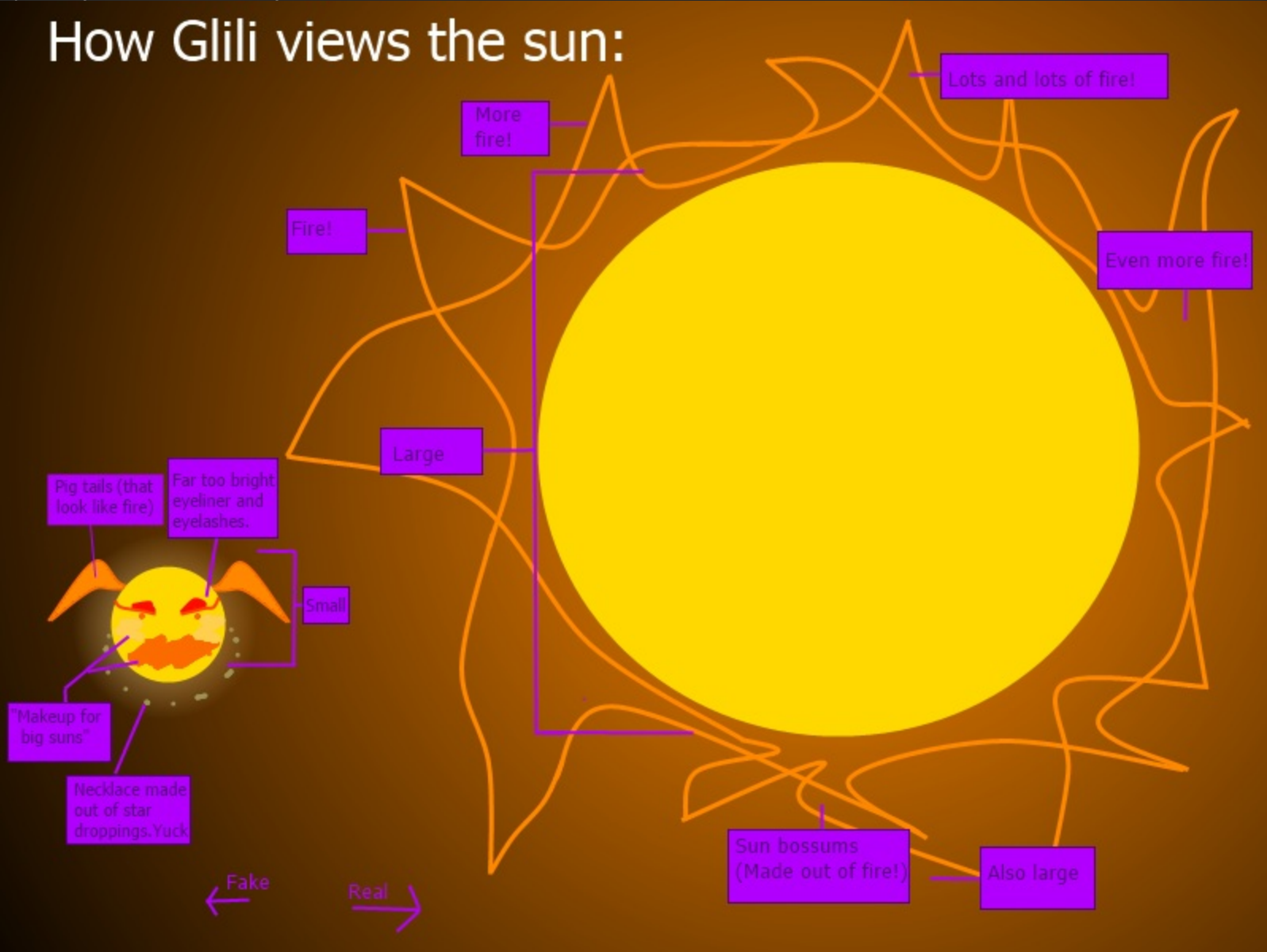


Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **April 16, 2014, 02:08:20 pm**

Well, it's been a month.. I guess I'll bump this thread up one more time.

Here's a picture.

Spoiler (click to show/hide)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **April 16, 2014, 02:44:53 pm**

So, about those tracks. I couldn't tell from the picture, but what do they look like?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **June 12, 2014, 06:56:28 pm**

check her belongings  
remove anything dangerous  
place trap  
wait for a naked human female to end up hanging from a tree by a leg...  
profit!!?? :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 13, 2014, 08:34:50 am**

Slowpokez hasn't been around for months...  
(I've still been checking the thread almost daily.)

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **June 13, 2014, 07:48:47 pm**

Slowpokez please stop living up to your name.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **June 15, 2014, 03:02:01 pm**

The Bay Watcher Necromancer gestures!  
The thread shudders and begins to move!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 28, 2014, 07:29:07 pm**

oi, ya'll still alive? :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **June 28, 2014, 07:35:15 pm**

It is alive holy Armock's crap it's alive I checked it every day for two months and thought it was dead but hee hee hee it's alive I am exited

Hey, I get too use the purple font again! Whoooo!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **June 28, 2014, 07:36:05 pm**

Quote from: slowpokez on June 28, 2014, 07:29:07 pm  
oi, ya'll still alive? :D

Yeah, glad to see you are. I was a little worried to be honest. :-\

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on June 28, 2014, 07:44:20 pm**

Yea maybe I should've given bit of an headsup or so...wasn't expecting to be off the internet for so long :P

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on June 28, 2014, 07:55:41 pm**

So, what happened? (Sorry if that's a too personal inquiry. Don't feel obliged to answer.) Computer problems? Family? Overall business?

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on June 28, 2014, 08:17:57 pm**

Quote from: AfellowDwarf on June 28, 2014, 07:55:41 pm  
So, what happened? (Sorry if that's a too personal inquiry. Don't feel obliged to answer.) Computer problems? Family? Overall business?  
Well at first I got a new girlfriend which led to me kind of like putting other stuff to the side for a while, we broke up a few weeks later though(short but sweet). Afterwards I had a sudden urge to do some soulsearching(no idea how you'd really explain it in english) which wasn't really related to recent events but rather me being unsure of what I want to do with my life. So two friends and I went out to travel across the world, we were gonna go through europe and asia and then take a ship over to south america, drive up to north america and follow the southern cost line and finally take a flight back to europe. We never got that far 'cause we ended up in some trouble in india during the second month but all in all I have to say that it was one of the best experiences of my life :D

But nevermind I'll see if I can find my notes and get the story goin again sometimes soonish :P

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: AfellowDwarf on June 28, 2014, 08:21:47 pm**

Quote from: slowpokez on June 28, 2014, 08:17:57 pm  
but all in all I have to say that it was one of the best experiences of my life :D  
All right, good for you! I'm glad to hear it's not a "My dog took my credit card and ran off with my mother" kind of thing that kept you busy.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: HugoLuman on June 28, 2014, 08:24:45 pm**

Sounds like good times. I'm kind of interested in the full story.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: NAV on June 28, 2014, 08:36:00 pm**

Quote from: HugoLuman on June 28, 2014, 08:24:45 pm  
Sounds like good times. I'm kind of interested in the full story.  
In illustrated suggestion game format :)  
Welcome back Slowpokez.

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: gman8181 on June 28, 2014, 10:56:42 pm**

Just glad you're alright.  
Despite not actually knowing you, I was pretty worried when you disappeared so completely. :P

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: Tirion on June 29, 2014, 06:28:53 am**

Igor, fetch me the electrodes.  
It's alive! ALIVE!!! 8)

**Title: Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
**Post by: slowpokez on June 29, 2014, 03:27:39 pm**

Quote from: HugoLuman on June 28, 2014, 08:24:45 pm  
Sounds like good times. I'm kind of interested in the full story.  
all right xD but even the short version is really long-  
(It's written really fast so it's misspelled to such an extent that it's almost incomprehensible)  
Spoiler (click to show/hide)  
Well...it all started off real great while we still had loads of money to spend, you know we flew from city to city, stayed at hotels and went out clubbing almost every night. Some of these places were expensive as fck like berlin, frankfurt and paris, luckily my cousin lives in france so we managed to avoid some expenses thanks to that. A lot of things happned here during the first weeks, like I won a drinking competition while we were in germany but went really out of hand and ended up manfighting a squad of seagulls(or some other shitty white birds, i dont know the names) for a good 20min and invited myself into the home of some poor unexpecting german family that didn't speak a word of english. Then a few days later(still germany) I ended up meeting a cool guy at a bar who was an artist, so he and I as well as one of his friends ended up paiting a wall in his apartment. It was not until I sobered up that I realised that the other two guys were super gay and I wouldn't say I was put off by the situation but I decided to take my leave before it got awkward. I had my first experience with an older woman in france(14yrs), she left quite hastily though once she realised that I wasn't french. I guess she was looking for a boyfriend or something but I have no idea how she fell for my abysmal french(Especially how I kept repeating -Je ne comprend pas 24/7). I gotta say that one of the best times were actually when we were really exhausted one evening and sat down by the fountain at the eiffel tower and this street vendor brings us a bucket a of beer. We try and buy 3 beers off of him but he asks for too much money so we end up haggling for a good 20min, somehow we end up buying all his beer for more than the original price per bottle -\_\_\_\_-' , but then again it was great just sitting there on the steps whatching the sun set and then later on how they light up the tower and so on.

Somehow we managed to frontload our budget quite heavily so we started traveling by train instead of planes(which I might add was bit of a mistake since traveling by train in europe often end up costing more than flying) we could still stay at hotels though because they dropped in price once we got further east. What's also super cheap is alcohol, so naturally I decide to stock up while I can. Only

problem is that I have a very limited bagspace to work with(i always travel light) so I decide to try and get as much alcohol as possible while taking up as little space as possible. The answer is of course absint. I would really recomend that you try it as it's quite special but I'd never recomend anyone to stack 6 bottles of that shit in their bag(this decision was made while all ready intoxicated). By pure coincidence while we were in prague I met two russian girls I knew , I had been there last year during the beer festival. I never really understood why they were in prague cause last time met them they said they were just there to study but now they lived there 😊 , anyways I got to stay at their place while my freinds couldn't for some reason 😊 . Anyways it was great to have a kitchen again, I love cooking. Anyways at this point we picked up the tempo quite a bit and didn't stay in every country and even if we did not more than a day or so, tbh I even slept through all of romania even though my friends had a great time there. I did however crash a wedding somewhere between bulgaria or turkey, everyone else was all dressed up and all and I was kinda dusty, smelled of champaign and jeagermeister and I still had scars from those fckn seagulls. I was almost hoping for some epic intrigue but they just stared at me dismissingly and after a while they seemed to accept me as a natural part of it all, I even went out of my way and congratualted the groom while performing an overly exaggerated bow. I can only imagine the aftermatch when the familys are talking shit about eachother for bringing in the hobo looking guy that ate all the cucumber starters(me) 😊

This is where things took a turn for the worse as we were running low on money, so we had to survive pretty much on other peoples hospitality, hitchhiking and stealing stuff. It was really exciting at first but soon lost it's charm, like I'm fine with walking around in a bloody wasteland for 12 hours straight, I'm fine with eating some wierd soup made from leaves and goatscheese?(or something similar) but I am not fine with having to shit outdoors without real toilet paper. That is where I draw the line. It quickly turned from a neverending partyadventure to a survival game based on using hand gestures to convince retarded locals to help you out. For me this was the part of where I was kinda bitter and didn't contribute much to the group, we kinda alternated that way, since one of my mates was really down while we were in eastern europe and my other friend is the one that decide that we should end the trip later on. I didn't pay much attention to what was going on as we drove around in shitty diesel-veichle(I have no idea what the fuck it was, a makeshift car built from tractor parts perhaps... 😊 ), can't really come up any good stories from this part except for one unintentionally funny encounter. So were out in the middle of nowhere somewhere south of russia, I'm guessin pretty far down cause' it was freakishly hot on that day. My friend has forgotten something at the place we stayed last night and we have to go back which is a 1,5 hour drive or so, me not being so keen on being in the stupid carthing any more than what I have to make the deciesion to stay behind. After 10 minutes or so I began regretting my decision as it becomes apparant than I'm gonna have to sit there for 3 hours without a soul in sight in any direction, like not even any trees or anything just a fucking rock. So I do the only sensible thing and climb onto the rock and reach into my stash of absint. An undefinable amount of time pass and the combination of drinking far too much as well as the crazy hot weather makes me...not pass out but rather like end up in a halfwake state where I'm just staring out into the distance not really doing anything. Suddently I hear english voices for like the first time in weeks but since I'm a bit sluggish I don't really react and just turn in their general direction. It's a man and a woman in proper traveling gear and what I assume is guide or something stopping by my rock. They stare at me with huge eyes- like what the fuck is this guy doing here chilling out in the middle of nowhere, after a bit they ask me if I need a lift to which I just reply -nah man I'm cool- followed by one of the longest awkward silences of my life...

Anyhow we manage to get a lift all the way to india driving trough multiple countries without having to show any form of identification at the borders, I'm kinda glad that this is the case cause i've swimmmed with my passport more than once and it lacks a few pages in the back. Once we get there I get sort of a second wind and my spirits are on top again. Well there happned a lot of fun stuff in just the two days we were there but most notably theres the time we left a party and I kept dancing along the street and like 5 minutes later theres a bunch of like street kids trailing behind me rocking out like crazy. Even though this was completly unplanned for I just kept going and my freinds joined me as well as a dude with a huge beard, we must've looked like fckn idiots dancing forth on a crowded street 😊 Then theres the time we stole a boat and pretended to be pirates, none of us had had ever sailed before so when it came to getting back ashore we were forced to leave the boat off shore and swim back. The last day is when I made a big mistake... Generally I'm a very chill guy and don't really get into fights, like if you spill your drink on me it's cool as long as it's a mistake and so on. But I'm very competative and have a hard time turning down a challange, especially when I'm drunk. So I somehow manage to piss off this little indian guy whom make it quite obvious that he wants to fight me, I think that it's still just for fun cause he's still smiling throughout it all. I'm not too worried about fighting him either since I was more than a head taller than this fellow(almost 1.90), his freinds are there as well but I don't think much of I guess I wrote em off as an audience. Well I'm expecting a proper fistfight but oh no, this guy never even clenched his fist but used them more like claws, it was fucking crazy how this little guy almost broke two of my fingers and bit me in the stomach in just about a second. Well in the end I finally manage to force him down against the ground but I'm hurting all over from his insane ways of fighting, that's when his freinds jump in and it's a suddently a 5 on 1 and I'm kind of panicking. My freinds sees that I'm in trouble and rush over but don't want to get involved so they try to talk with them. At this point I've essentially accepted my fate, wouldn't be the first time I've been beaten up. But these crazy idiots pulls out a fucking aluminium bat and I release my grip on the first guy to defend myself but it's too late and I'm struck across the forehead with this thing. I have no idea how you manage to do this with what's practiackly a circular metal rod but my eyebrows ripped apart and I get a long straight wound on my forehead, I can't see shit cause I've got blood in my eyes. I'm like crying and shit at this point and they go for a second hit to the back of my head to knock me out cold. I get my face smahed against the ground but it doesn't work and I take the oppertunity to get up on my feet, but I can't decide if I'm fighting or running so I'm just flailing around aimlessly. I take another hit to the ribcage but now more people is showing up and the gang hesitates for a second, one of my friends take the oppertunity to break up the fight and get me out of there. The next day I'm a bit soar but none of my wounds seemed to have caused any lasting damage so I was up for keeping the trip going but one of my freinds had had enough. He had an emergancy account for if we had gotten lost or something and used it to buy tickets back home. In hindsight I guess it was a pretty good move but I've always wanted to be able to say that I've traveled around the world, halfway just doesn't really cut it 😊

Well I had changed a lot when I got back, my time in the uncivilized wasteland had made me go from a heavy to chainsmoker to being completly nicotine independant, I'd lost 10 kgs or so(after working out alot lately ive gained back 5), I got the most uneven tan of all time and most of my scars have started healing up but the one on my eyebrow is still there. 😊

There was some bad times like the ending or when I was sulking in the wierd tractorcar but all the cool stuff that happned and all the new friends I met along the way really made it worth it 😊

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **NAV** on **June 29, 2014, 09:05:08 pm**

Haha man your adventures were almost as crazy as Nerins.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **June 29, 2014, 10:09:58 pm**

Sounds like quite the time. How much money did you set off with?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **June 30, 2014, 05:36:46 am**

Quote from: NAV on June 29, 2014, 09:05:08 pm

Haha man your adventures were almost as crazy as Nerins.

I did purposly pick out the interesting stuff, did lots of waiting in airports and all the other boring stuff aswell :P

Quote from: HugoLuman on June 29, 2014, 10:09:58 pm

Sounds like quite the time. How much money did you set off with?

bout' 2500€ or so, same for one of my freinds while the other brought a lot more and funded the end of the trip. Like I said we kind of frontloaded the spending quite a bit and I'm convinced that it'd been possible to make the original trip with some better management :P

anyways back on track soon, I'm just haveing some serious trouble deciphering my own notes atm... ::)



Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 02, 2014, 04:59:59 pm**

I thought about answering this one a while back, but I didn't because, well, necromancy.

Quote from: HugoLuman on April 16, 2014, 02:44:53 pm

So, about those tracks. I couldn't tell from the picture, but what do they look like?

The animal seems to have three toes, which narrows it down quite a bit. I've added some contrast and removed some color to make that clearer:

Spoiler (click to show/hide)



Most animals don't have three toes. Rhynos do, as do Sloths. Then again, at the rate where creatures lose their body parts in DF, this doesn't say much. (Though, I guess this would mean there are a lot less were-creatures to pick from. With their regeneration, there would be but a small chance of it missing toes.)  
You could also connect the two toes on the upper left and get a cow-like pawprint, like a minotaur.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 03, 2014, 06:13:41 am**

Quote from: AfellowDwarf on July 02, 2014, 04:59:59 pm

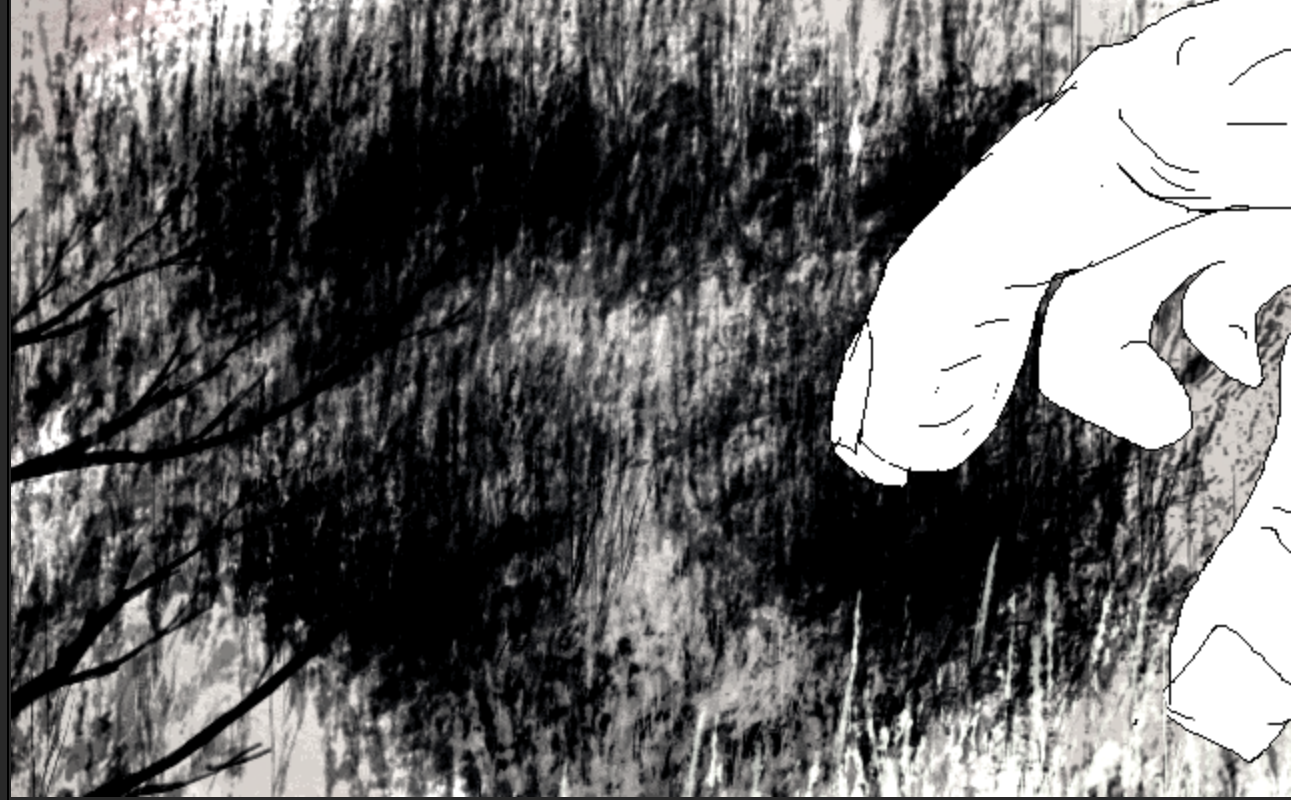
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Most animals don't have three toes. Rhynos do, as do Sloths. Then again, at the rate where creatures lose their body parts in DF, this doesn't say much. (Though, I guess this would mean there are a lot less were-creatures to pick from. With their regeneration, there would be but a small chance of it missing toes.)  
You could also connect the two toes on the upper left and get a cow-like pawprint, like a minotaur.

This be some CSI shit right there... :o  
The reason why it's taking so long is that I've written all my notes in image files instead of a word document like normal person would have done... :-\

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 03, 2014, 06:29:08 am**

Quote from: slowpokez on July 03, 2014, 06:13:41 am

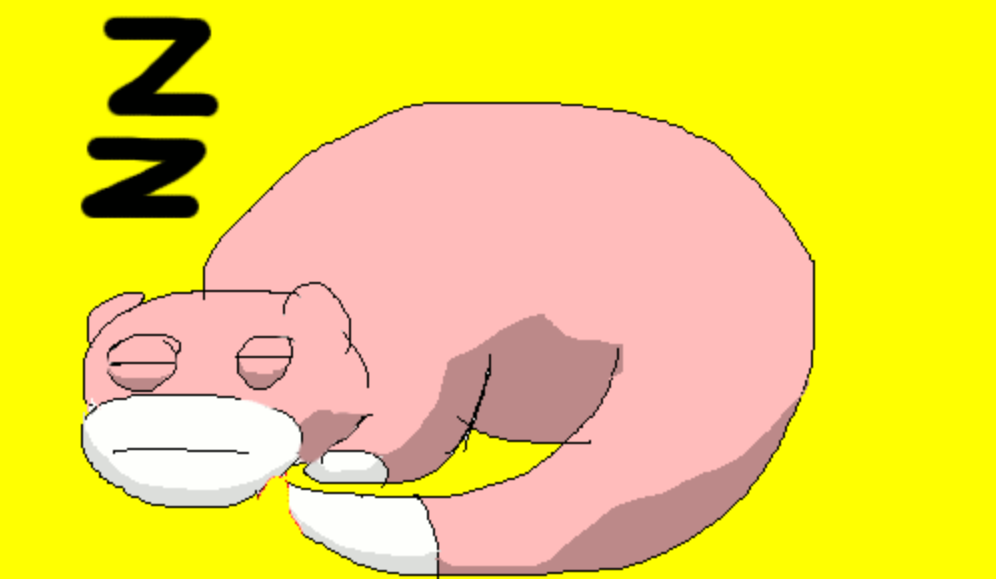
The reason why it's taking so long is that I've written all my notes in image files instead of a word document like normal person would have done... :-\

That does sound like a problem.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 06, 2014, 04:36:29 pm**

Guess whos back! ;)   
Spoiler (click to show/hide)

# GOTTA' GO SLOW



The amount of fucking maps and notes I've been forced to go through....never thought I'd have to study something written by myself :-\

The discussion whether we should approach the unknown woman or simply investigate her things became rather heated and it took quite some time for the voices to settle for a decision. Some were vary of the potential repercussions while others were merely overwrought by the opportunity...

We should go through her stuff and look for clues, no reason to steal anything though as we don't know who we're dealing with. And perhaps we should investigate those tracks as well; I can't tell what they are...

What!?! You want to follow the tracks of some random fucking animal when we've been presented with such a glorious encounter.

I may be paranoid... I may be very paranoid... but doesn't anyone find this kind of weird? We should check her stuff and then go back to camp and report what we saw.

Oh! We can light up the nearby trees as a distraction! The impending forest fire will be sure to scare our elven comrades away!

Why!?

Uhhh...they seem like shady meddlers to me!

...

We should be nude when we approach her!!

There are multiple risks associated with such an action. First off she may not be alone. Secondly she might overpower us, as most things seem to... And thirdly it might be a trap anyway.

I got it! Use the rope we have to make one of those tree snare traps right next to the person's belongings. When they come to get their stuff, they get hoisted up into a tree and dangle there until someone rescues them.

We must be naked even if going through her belongings! And let's stack her belongings in alphabetical order then write this in the dirt next to it something like-

*Be more orderly or bad things will happen.*

*Love, The Vengeful Spirit of the Woods...*

In the end no proper solution was reached so a compromise was decided upon, where we'd attempt to fulfill as many suggestions as possible (OOC, I had multiple updates finished due to drastic changes in the votes :P)

First off I made my way over to the spot where I had spotted her belongings earlier; I did so in as quietly as dwarvenly possible while staying out of sight. The ground was littered with clothes, seemingly quite well worn so it'd be safe to assume that the woman's a traveler of sort. Amongst them was also a bag, presumably used for miscellaneous items as it shared the same signs of frequent use with the clothes.

[Spoiler](#) (click to show/hide)





After going through the clothes I found nothing of note as her pockets were empty except an emblem, an emblem which if I recall correctly was used by the family of Mui, indicating that she's somehow employed by the state of Capitol. This does however not mean much as she could be anything from a diplomat to a secretary.

[Spoiler](#) (click to show/hide)



The bag on the other hand held a few surprises, a dagger made from copper or bronze, a metal flask with the mark of Capitol, some overcooked meat seasoned with an unknown spice, some eatable herbs which hold a very low nutritional value but keeps you full (commonly used by people traveling longer distances), 20 or so coins, a sealed off document with the sigil of Mui as well as a lot of random stuff like house keys, hair pins and string. There were also some horse related things which indicates that she might have a horse somewhere nearby, I might've gotten more in touch with nature during my time in Seraté but just the sheer size of horses still frightened me a bit...

I don't really know what to make of it all except for the fact that she's defiantly on traveling foot and has been for quite a while. But the voices left me no time to ponder on such trivial matters; I was to set up a snare trap of some kind. Something which I had never done



before and had very little knowledge of... Some of the voices knew however and with their guidance I somehow managed to produce something looking like a proper snare trap.

[Spoiler](#) (click to show/hide)



I even signed it with a warning from the vengeful spirit of the woods due to a request from Gili...

However, I was now moving on to the most intricate part of the plan; I was supposed to make contact with this unknown human...and to make matters worse do it naked. But as always there was no point in arguing once the voices had decided upon something, I guess I might as well pretend I'm there to bathe myself...

I had no idea really how I'd approach this situation without it ending horrendously, so I did whatever I could not to scare the life out of this poor lady. Which in this situation surprisingly enough meant that I'd be attempting to strike a casual conversation with a stranger while disrobing... never thought I'd hear myself utter that sentence...

-Uhhh...how's the water...

(The story took an unnecessarily nsfw turn at this point...contents of spoiler is only for the bravelewd)

[Spoiler](#) (click to show/hide)



This was then of course followed by the standard reaction of screaming and panicking which to my relief ended fairly quickly...I guess I'll have to thank my lucky star for that one...(that's some sick rolls...like riding away on Wilfred to escape guards sick rolls)

I guess she didn't find me too frightening in the end...

-So you're here for a night dip as well?

-Uhhh...I guess....I mean yea...

As I broke the water surface I felt my body shiver even though it wasn't too cold, I've never been too fond of water...

-And you're friendly...master dwarf?

-As nice as they get I assure you...I'm not a thief or a thug or a ...uhmm...

-Well it's not often you see a traveling dwarf...

-Oh well uhmm....

-I didn't mean to offend you!

-No, no it's fine. It's true dwarves don't like to leave their homes...so...

-I don't think I've seen any traveling dwarves but the ones you send with your caravans as well as a couple nobles at Capitol.

-Oh, are you coming from Capitol?

-No. I'm actually heading there at the moment.

-That's quite far, are you traveling alone?

-No it's me and Chester.

Alert Nerin! This might be trouble!

We didn't see any evidence of this mysterious Chester...

I think we should bail quickly.

Ah, you can't chicken out just because of that!

Yes...we should inquire more information about this Chester before making any decisions.

-\*gulp\* Who....who's Chester?

-Oh, it's my horse.

Phew...

-And...and yours?

-Huh?

-Eh...Uhhh. Your name I mean.

-Oh, I'm Becca. You?

-I'm Nerin...Nerin lord of the glittering caves, Courtlounger of Seraté, initiate of the order of the Sun and...

What the fuck Nerin? Why you giving out so much information to strangers!?

Uhhh...well I...

That was stupid as fuck

I've gotten used to...

-Isn't Seraté elven territory?

-Uhhh...well yes...I've been there as...a diplomat...

-So you're really a lord?

-Well technically...



Nerin...you're fucking retarded; just say you're a lord.  
-I mean...yes...the lord of Rocklod.  
-Wow, that's amazing! What are you doing out here with those weird clothes though?  
Whoops an unexpectedly inquisitive question!  
Don't tell her about the order; it'll seem real shady that you're hanging out with a gang of tree-huggers and you're supposed to act incognito anyway...  
Well...they do look like priest robes...  
I don't know enough about any deity to bullshit my way through that though...  
Sure ya do!  
Huh?  
Gili Stonehelm the greatest of them all!  
Uhmm...  
The diety of arson and reason!  
Well I have to agree with him on this one...  
Uhmm... sigh...Do your worst Gili...  
-I'm on a pilgrimage...spreading the words of Gili Stonehelm...the god of fire...and reason.  
-Oh...so you're like a prophet?  
-No no no, I'm but his humble servant, to call myself a prophet would be a disgrace to his radiance...  
Are you sure you're not taking this a bit far?  
Nah, all priests are a bit fanatic when it comes to their beliefs.  
-I'm not a religious person myself but if I was I'd defiantly go for a deity instead of the "creators", they just seem so bland...  
-Yes...not only bland but also...HERETICAL!  
-Wha...what?  
Gili tone down the preaching for now...  
Really? I just came up with some great verses for my unwritten scriptures!  
-Uhmm...well sorry. I get so riled up sometimes.  
-It's fine...Still can't believe that I'd meet a lord in the middle of the forest...  
-That's right, I forgot to ask. What are you doing here? Besides bathing of course...  
-I'm a courier; speaking of bathing could you wash my hair for a bit?  
-Sure, so more specifically what do you do?  
Becca sits down so that I can reach her hair.



-I'm delivering an important item to the Capitol.  
-Oh the...  
STOP! If you mention the note she'll know you went through her belongings!  
Fuck...  
-the...the Capitol huh...  
-Yes?  
It's getting hard to concentrate not only due to the close proximity of the woman but also the fact that I'd gotten my hands full of



disgusting soap...  
-uhmm...I've...I've always wanted to visit there...  
-Heh, you should go there sometime. It's a unique experience.  
As she laughed I could feel her breath on me...focus...focus on the soap...  
-Stu...stupid soap...  
-Huh?  
She leans in closer and I feel her brush against me...  
-No uhmm, I...  
The rise was now inevitable; no soap in the world can save me now.  
-I...I...  
I try to stare off into the distance when my member touches something warm, taken by surprise I instantaneously shy away.  
An alluring giggling shortly followed.  
-You know what? I've never done it with a dwarf ...  
I'm bursting with confusion and embarrassment as I felt her touch again.  
-Is....is that so...uhmm...?  
-Why are you so dissenting master dwarf?  
At the touch of her compassionately caressing lips I lost my composure and let out a quivering moan.  
-No...I...  
-Not interested? I've got something here indicating otherwise...  
-My...my vows!  
Nerin you're putting up a valiant effort nut I'd say this charade is over..  
This worked out far better than anticipated, just roll with the flow. What's the worst that could happen?  
The elves might come here and...well...it might not end nice for any of us..  
They're asleep!  
-So priests can't have fun? I thought you dwarves were more of the frivolous sort...  
-I...I guess...the thing is...oh...  
I abandon my half-assed attempts of resistance for a moment and I'm suddenly thrown into a state of complete ecstasy as I'm completely enveloped. But before I'm even able to reassess the situation it's already over...I'm standing there in the shallow water listening to bad puns about priests and celibacy being told by a smirking Becca. From there on out we endorsed in the art of lovemaking for an extended period of time and showed no regard for the local wildlife as the resonance of our union echoed throughout the forest.



The difference in height proved to be problematic but when there's a will there's a way...



But as all good things it soon came to an end when I spot an undesirable sight showed itself just over the shoulder of my recently acquired acquaintance.

-In the name of the Sun! What...!?

-Ohhh...

-Ahhhhh!

-Courtlounger this is....is highly unsuitable behavior for someone of your stature! And don't forget that you're under parole!

-Don't worry I know this guy!

-It's a friggin' elf!

-Nerin, provide an explanation immediately!

-Calm down both of you...we'll...we'll sort this out...

-What's going on!

-You've just compromised our entire mission!

-No no...uhmm...she's okay!

-She could be a Spy you imbecile!

-She knows nothing!

-We can't be sure about that...she must die here!

-Aww hell naw! I'm outta `ere!

She sprints away in the direction of her belongings...

At the same time I manage to blind body guard with my manhood.

-Oh for the love of Tyraltin put on some pants dwarf!

[Spoiler](#) (click to show/hide)





Now I was put up before a difficult choice...should I leave with the Becca or the elf...  
I can't just leave my mission put at the same time I wouldn't want the elves to kill off the girl due to my mistake.  
The voices reactions varied...some said we should leave these long-eared tree-huggers for this clearly superior traveling companion while others meant that she'd be an unfortunate but necessary sacrifice on the road to meet the rumored necromancer.

please let me reiterate just how lucky of a roll ya'll got there, 1/108...wtf o\_\_\_\_\_O  
Sorry 'bout the slow tempo...doing this drugfree's proven harder than expected...abstinence's a real bitch... :'(   
Glad to be back though. :D

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 06, 2014, 05:32:59 pm**

I like killing humans as much as the next guy, but I don't fancy chasing one about the woods. We might attract predators or worse.

We could try telling the elf that she'll alert her bodyguard (Chester 'the horse'), which is why we went along with the insanity he just saw. Tell him that we need to alert the camp quickly.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **gman8181** on **July 06, 2014, 08:43:58 pm**

We've got a good thing going for now. Venture on with our current companions to the necromancer...

Well actually I would like to see if the snare caught... anything... first but yeah after that, lets just move on.

Not a priority but it would be entertaining to fit in if there's time. The elf can even come with us.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **July 06, 2014, 08:47:36 pm**

We have an excuse at the ready: we were about to bathe but we happened upon this human doing the same, much to our surprise.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **July 07, 2014, 12:33:42 am**

She went running towards her clothes right into the snare trap, we just have to convince the elf that we have the situation under control and that she'll be our prisoner

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 07, 2014, 03:21:59 pm**

Quote from: Kaos on July 07, 2014, 12:33:42 am

She went running towards her clothes right into the snare trap, we just have to convince the elf that we have the situation under control and that she'll be our prisoner

Except if the trap fails to work, we'll be blamed for letting her get away.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 16, 2014, 09:05:39 pm**

Guess we're goin' for adf's plan, does this mean following the elf in case of a potential chase or do you wish to leave him to his own devices? ???  
Becca's belongings are actually quite a bit away from your current position (approximately 50m away)



I didn't fancy hunting down the human, myself, due to the dangers involved. Then again, joining the elf did finish in second place.

Edit:  
It goes without saying that leaving would be paired with the excuse of warning the camp about Chester.

Ah fuck, this was quite a blunder...uhmm how should we proceed from here...?  
Should...should we run!?  
Nah the situation is still salvageable...for now...  
Oh no I just realized! She might get caught in the trap...  
No...that might actually work in our favor! I'll just feign innocence and tell the elf that she'll alert her bodyguard (Chester 'the horse'), which is why we went along with the insanity he just saw!  
This was obviously not a hostage situation!  
You're just gonna let her die!?  
I think she's beyond saving now...and she might prove a necessary scape goat.  
But it's our fault she...she got involved in this!  
I say we leave it up to fate and pursue our own goals, sweet, sweet necromancy \*a harsh giggling\*  
We even laid a freaking trap for her to get caught in!  
Aww life's never fair, don't worry Nerin.  
But...but...  
May I work my magic?  
\*A sort of unanimous but hesitant agreement\*

-Oh thank the Sun she's gone...phew...  
-What are you on about now dwarf!?  
-Listen very carefully! That woman has a bodyguard named Chester nearby, she's probably contacting him right now, she held me hostage here for hours!  
-What was she after!? Information!? \*As he says it he's obviously unconvinced by your story but at least concerned enough to hear you out\*  
-Uhmm...no...She was just after my enticing dwarven body!  
-Uggh...\*he chokes on his words looking flabbergasted\*  
-Don't worry my friend! For I have laid a trap in her path, a good 50 urists down that way! It should slow her down if nothing else.  
He just looks at you quite choked...then he starts running after her.  
-Happy huntin' my friend! I'll warn the others of Chester's presence!  
He doesn't even turn around to acknowledge your comment, seemingly completely focused on his task.  
Man you should maybe tone down the Gili a bit Gili...  
What? That went excellently!  
Nerin would never call that guy "my friend" though...  
Ah details...pfff  
Do...do you think he'll kill her?  
Don't think about that Nerin, we've got more pressing matters on our hands here! We're not really out of the blue yet, some of these other elves will need some convincing as well.  
Oh...okay...  
Fix ya beard and get back in those robes quickly!

I rush back to the camp and as I arrive they're all up looking slightly agitated. I explain the situation to them and they immediately prepare for battle, the ranger takes a few steps into the forest and suddenly disappears from my vision. His presence completely erased. Meanwhile the priest takes a proud stance and stands there motionless, perhaps awaiting a signal? The last disciple chose to take a defensive stance at the back of the camp, looking back and forth shiftily. I was not expecting the bodyguard to be back so soon but just a few Urists later he came walking down to the camp with a huge frown. I attempt and interpret it but can't really reach any conclusion.  
-Did...did you get her?  
-He holds up her bag and nods slowly...  
-That's great!  
-And the other one?  
-Huh? Oh you mean Chester!  
-Chester's a horse.  
-What?!  
-Uhh...what!?  
-...  
-You must be mistaken!  
-I asked her as she got caught in your trap.  
-Oh that actually worked!  
-What's the intent of your actions!? I fail to find any resemblance of continuity in them!  
-Uhmm...well I didn't know that Chester was a...horse...  
-I can't tell whether you're planning something or if you're just stupid...  
I think it'd be best to play the fool here...  
-Oh let me assure you that I'm quite stupid!  
Perhaps not to that extent...

-Dear Tyraltin give me the strength to deal with this dwarf...  
-So do we go back to bed or do we start off the day early...  
-If I didn't despise the freakin' dwarf before I sure do now...  
They all give you disapproving looks as you pack up and the body guard makes it clear that you can no longer leave his presence. But at least you appear to be out of harm's way...  
The trip continuous on uneventfully and there's not too much idle chatter either, actually the only one speaking to me is the ranger either leaving snarky remarks aimed at my intellect or from his point of view-lack thereof or a general threat. I guess things had suddenly turned quite hostile...but then again they didn't seem to like me from the start.

The closer we got to Blackheart grounds the darker the forest appeared to get, flowers and bird song was soon replaced by mushrooms and the squeaking of rodents. I even think I heard a troll growl in the distance...This was perhaps not especially strange to dwarf but after a few years in the lush wilderness of Seraté I'd gotten used to more pleasant scenery. Yet it did not live up to any of the legends I'd heard...however there was still at least another two weeks left until we'd reach the fathomed spire...

It all went fairly smoothly until we reached The yearning stream, a deceptively dangerous river with a calm surface but strong currents deep below. The priest knew of a hang bridge nearby but as we reached the location we found out that it had broken down. Some remains were still intact but all in all it seemed unusable.  
Spoiler (click to show/hide)



We concluded that not all of us would be capable of climbing over and that none of us were too keen on attempting to best the rumored stream by swimming across. Jokingly the ranger patted you on the back and told you to use your “dwarven ingenuity” to get them across before returning to the other in some kind of scheme to “borrow” a boat from a ferryman further down the river. Their plan would delay you even further and bring unwanted attention to your group but the broken bridge was an unforeseen hindrance.

So got any plans? Or ya’ll just goin’ with the flow?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **July 17, 2014, 08:41:46 pm**

Find a dead tree or other long object, work as a group to hoist it across. Make it clear that you're not suggesting cutting down a tree.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 17, 2014, 08:45:22 pm**

Quote from: HugoLuman on July 17, 2014, 08:41:46 pm

Find a dead tree or other long object, work as a group to hoist it across. Make it clear that you're not suggesting cutting down a tree.

Man you're fast :o I haven't even spell checked or put up a poll yet :P

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 18, 2014, 04:31:42 am**

Flirt (or pay, I suppose) the ferryman into bringing us across, then tie the rope to a something high up on the other side of the bridge. The elves can proceed to climb their way across, and the ferryman won't notice them.

Edit:We could add a second rope for easier climbing. We just need to tie it to something at one side of the bridge and a small rock. Once we're on the other side, we have the elves throw it across, so we can tie it on something else.

Edit2: Maybe we could throw someone across and bypass the ferryman altogether?

Edit3: We could pretend we're a variation on the wolf goat cabage scenario.(Perhaps two seperate iterations if we find something cabage-like for the second group?) Ferryman have to deal with this so often that he'll hardly notice the presence of elves.

Edit4: Get Nerin across, pretend to be a fisherdwarf and hit the ferryman with a hook on accident. The elves can ferry across while we argue with him.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **slowpokez** on **July 18, 2014, 08:51:05 am**

Quote from: AfellowDwarf on July 18, 2014, 04:31:42 am

Flirt (or pay, I suppose) the ferryman into bringing us across, then tie the rope to a something high up on the other side of the bridge. The elves can proceed to climb their way across, and the ferryman won't notice them.

Oh, I forgot to mention that this rumored ferryman is quite far away(days worth of travel)

Quote from: AfellowDwarf on July 18, 2014, 04:31:42 am

Edit:We could add a second rope for easier climbing. We just need to tie it to something at one side of the bridge and a small rock. Once we're on the other side, we have the elves throw it across, so we can tie it on something else.

Create a makeshift bridge? So you'd be sending over one of the elves to fasten it on the opposite riverbank?

Quote from: AfellowDwarf on July 18, 2014, 04:31:42 am

Edit2: Maybe we could throw someone across and bypass the ferryman altogether?

While the bodyguard and the ranger(have I named these guys?) could probably get a across and there's a chance you could potentially be thrown over, it'd still leave 2 elves on the wrong side...

Quote from: AfellowDwarf on July 18, 2014, 04:31:42 am

Edit3: We could pretend we're a variation on the wolf goat cabage scenario.(Perhaps two seperate iterations if we find something cabage-like for the second group?) Ferryman have to deal with this so often that he'll hardly notice the presence of elves.

Can't say that I'm familiar with the..."wolf-goat cabbage scenario"

Quote from: AfellowDwarf on July 18, 2014, 04:31:42 am

Edit4: Get Nerin across, pretend to be a fisherdwarf and hit the ferryman with a hook on accident. The elves can ferry across while we argue with him.

While feasible the same problem regarding the ferryman's locations remains.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **AfellowDwarf** on **July 18, 2014, 09:46:49 am**



Quote from: slowpokez on July 18, 2014, 08:51:05 am

While the bodyguard and the ranger(have I named these guys?) could probably get a across and there's a chance you could potentially be thrown over, it'd still leave 2 elves on the wrong side...

This was a way I suggested to get someone to attach the rope on the other side of the river without using the ferry. If two elves could get across, though, that leaves us with more options.

We could bind the middle of the rope to someone's waist, then have the two elves move across the river. Two people on each side span the rope, and the rope is slowly released by one side and pulled by the other. As the other side becomes more crowded, the mobile elves move back to compensate. When only they remain there, they move back over the river

Quote from: slowpokez on July 18, 2014, 08:51:05 am

Can't say that I'm familliar with the..."wolf-goat cabbage scenario"

You have a goat, a wolf, and a cabbage, and you need to cross the river. The wolf eats the goat if left alone with it, the same goes for the goat and cabbage. You can't take them all on the ferry at once. It's one of the standard, generic puzzles.(Like the one with the guy who tells the truth and the one who tells lies.)

Edit:  
The rope thing would, of course involve practice above land before moving onto the river.

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Kaos** on **August 08, 2014, 12:51:49 am**

Quote from: slowpokez on July 18, 2014, 08:51:05 am

Create a makeshift bridge? So you'd be sending over one of the elves to fasten it on the opposite riverbank?

While the bodyguard and the ranger(have I named these guys?) could probably get a across and there's a chance **you could potentially be thrown over**, it'd still leave 2 elves on the wrong side...

I think a makeshift bridge sounds fine....

Also, NEVER THROW A DWARF! Gimli disapproves.... >:(

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **September 27, 2014, 02:17:55 am**

Does this have a tropes page yet?

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **Tirion** on **September 28, 2014, 02:42:23 pm**

Quote from: HugoLuman on September 27, 2014, 02:17:55 am

Does this have a tropes page yet?

The thread corpse shudders and begins to move!

Title: **Re: Cloudsprite(the peasant dwarf II?) -interactive story-**  
Post by: **HugoLuman** on **October 09, 2014, 10:47:24 pm**

No one's seen Slowpokez in a while, but have some crossover fanart:  
[Spoiler](#) (click to show/hide)

